

FEAR[™]

FIRST ENCOUNTER ASSAULT RECON



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FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY RON DULIN

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WELCOME TO FIRST ENCOUNTER ASSAULT RECON

You are the newest member of the top-secret First Encounter Assault Recon team, otherwise known as F.E.A.R. The F.E.A.R. team is a government military and scientific outfit created to combat paranormal threats. Their focus is on action and containment. Although new to F.E.A.R., you have been given the role of point man because of your superior reflexes and combat abilities. F.E.A.R. must defuse a potentially disastrous operation: A top-secret experimental weapon has gone missing. And that weapon happens to be a psychotic, cannibalistic telepath.

F.E.A.R. is more than your typical first-person shooter. For one thing, it's very creepy, and you can expect to be startled on more than one occasion. As you proceed with your investigation, you uncover a very complex story that adds a great deal of suspense to the action.

But the action is the most important thing, here: F.E.A.R. is a challenging but rewarding shooter, and one that often requires a more tactical approach to combat. In this guide, you'll learn some tricks for surviving the many challenging engagements in which you'll find yourself. You'll also

find detailed statistics for each of the many weapons you can use, as well as how to use your weapons most efficiently.

This guide also helps you make sure you get the most out of the story, which is revealed in bits and pieces as you progress. It's possible to miss important pieces of the puzzle, so this guide makes sure you don't miss a single voicemail or whispered clue. Please note that nothing is revealed in this guide before it is revealed in the game, but you may want to resist browsing through the walkthrough before you play the game, because story elements are explained at the various points where you'll encounter them.

The single-player campaign is just the beginning. Take your newly acquired combat skills online and try against human players, who, despite the game's excellent artificial intelligence, can be even more clever and challenging. The final chapter gives you detailed guides to each of the available multiplayer maps, as well as some tricks for surviving in the multiplayer arena.

The author would like to thank Geoff Bent of Sierra Entertainment for his assistance in preparing this guide.



F.E.A.R. OPERATIVE BASIC TRAINING

F.E.A.R. has been widely, and rightfully, praised for the excitement of its combat. The single-player campaign is notable for the challenging firefights and the realistic behavior of the opponents you'll face.

F.E.A.R. has a great and complex story, but fighting is the core of the game. In this chapter, we'll look at the basics of combat, including tricks and strategies for stealth attacks, large firefights, and even punching your way to victory.

Before getting too deep into combat specifics, though, let's take a quick look at the basics of moving through and interacting with the game's world. It's important that you understand the basics of the heads-up display (HUD) and the movement interface before you engage the enemy.

THE HUD

Your HUD is unobtrusive, but it provides you with vital data regarding your current condition and inventory, as well as who is communicating with you over the comlink that connects you to your **F.E.A.R.** teammates and other colleagues in the field.



The HUD is your window to the world.

HEALTH

The HUD's lower left corner shows two numbers: the left is your current health, and the right is your current armor. As you health gets lower, the display box changes color from green to red. When your health is below 40, it turns red, indicating that you are in great danger of being killed. When your health reaches zero, you die. Using a med kit restores 50 points of health, and you can have up to 199 points of health in the single-player campaign, although you begin with 100 points. To increase you health, look for Health Boosters, which add five points to your maximum health.

Luckily, you regenerate a small amount of health. When you drop below a certain threshold, you begin regenerating health. If you stop moving, you regenerate five points a second, and if you are moving you regenerate one point a second. It is important to remember, though, that you cannot regenerate to full health. How much health you can regenerate depends on which difficulty level you are playing. On Easy difficulty, your health begins regenerating when you drop below 40 points and stops regenerating once you are back to 40 points of health. On Normal and Hard difficulties, you begin (and end) your regeneration at 25 points. Multiplayer games, likewise, have a regeneration threshold/limit of 25. On Extreme difficulty, there is no health regeneration.



You can carry up to 10 med kits at a time.

TIP

WHEN MED KITS ARE IN SHORT SUPPLY AND YOU ARE VERY HURT, FIND SOMEWHERE TO HIDE AND WAIT FOR YOUR HEALTH TO REGENERATE TO ITS THRESHOLD. OTHERWISE, THE MED KIT WILL BE USED TO HEAL POINTS YOUR BODY CAN REGENERATE ON ITS OWN, AND MAKES THEM LESS EFFICIENT. REMEMBER THAT THERE IS NO HEALTH REGENERATION ON EXTREME DIFFICULTY.

ARMOR

Your armor is shown in the lower left corner, to the right of your health. Armor absorbs some, or all, damage from attacks. How much damage your armor absorbs depends on the type of weapon your assailant uses (see the Weapons and Equipment section for specific information about each weapon's armor penetration). When you have no armor, all damage is taken to health, so, obviously, more armor is always better. Armor is accumulated by picking up armor in the field. Each piece of armor you find adds 35 points to your armor, and you can have a maximum of 100 points of armor. Unlike with your health, this maximum number cannot be increased.

SLOWMO

In the HUD's bottom center is your SlowMo meter. This meter shows how much energy you have to activate your SlowMo ability. The **F.E.A.R.** operative you control in the game has almost superhuman reflexes, which allow you to, essentially, slow down time around you. Though you move slightly slower as well, you move faster than your foes, and SlowMo allows you a great advantage over opponents. The ability to use this heightened awareness is limited, and you must rest before it can be activated again.

TIP

WHILE SLOWMO IS ACTIVE, YOU DO MOVE SLOWER, SO ACTIVITIES SUCH AS RELOADING CAN TAKE MUCH LONGER THAN NORMAL. MAKE SURE YOUR WEAPONS ARE ALWAYS FULLY LOADED BEFORE ACTIVATING SLOWMO—IT ISN'T FUN TO SPEND MOST OF YOUR SLOWMO TIME RELOADING YOUR COMBAT SHOTGUN.

You begin the game with 10 seconds of SlowMo time, but you can extend this by finding and picking up Reflex Boosters. Each Reflex Booster adds one quarter of a second to your SlowMo time. Your SlowMo energy recharges at one-fifth of a second per second, meaning that it takes five seconds to recharge a single second of SlowMo energy. You cannot activate the power unless you have at least two seconds of SlowMo energy available.



SlowMo gives you a distinct advantage in combat.

WEAPONS AND AMMUNITION

The HUD's bottom right corner shows your currently equipped weapon and two ammunition numbers. The number on the left is the amount of ammunition currently loaded in the weapon's magazine. The number on the right is the total number of rounds you have available for the weapon, not including those loaded. When a weapon is empty, you automatically reload when you try to fire it, though you can manually reload the weapon as well.

There is a second weapons display on the HUD as well. The middle left of the HUD shows which three weapons you currently have in your inventory. You can make this display stay onscreen at all times by adjusting the HUD fade speed in the Options menu. Turning the HUD fade speed to No Fade will keep all HUD elements visible (this includes the grenade display on the screen's left side as well). The total amount of ammunition you have available for that weapon is displayed next to each weapon's icon. This number includes the number of rounds in the magazine (a weapon is automatically reloaded when it is put away).

MED KITS AND GRENADES

Above the health and ammunition display on the left side, there are two icons. The top shows you the number of med kits you currently have in your inventory. Unlike med kits in most first-person shooters, these med kits can be carried and used when needed. You can carry up to 10 med kits at any given time.

Below the med kit display is your grenade display. This shows which type of grenade you currently have equipped, and how many of that grenade you have in your inventory. You can carry up to five of each type of grenade at once.

As with weapons, your grenade inventory also appears on the screen's left side, but only when you are swapping grenades or picking up new grenades. This display shows all grenades in your inventory, and how many of each type you currently possess.

THE COMLINK

The HUD's top left corner is occupied by your comlink display. When you receive a message over the comlink, the name of the person who is communicating with you is displayed in this corner. F.E.A.R. operatives have reported that mysterious communications are occasionally picked up over the comm. In situations such as these, the comlink display shows the sender as "Unknown."

THE CROSSHAIRS

The center of your HUD displays your targeting crosshairs. This crosshairs is made up of four lines, pointing in four directions. The distance of these lines to one another indicates the accuracy of your aim. This factors both the general accuracy of your weapon and your current status. If you are running, the lines will be far apart. If you are crouched and using the sight of an accurate weapon, the lines will be tight together, forming a plus sign. See the Aiming and Accuracy section of this chapter for more information about aiming your weapons.



The crosshairs is an indicator of how accurate your shot will be.



INTERACTING WITH THE ENVIRONMENT

You can interact with the environment in many different ways. In most cases, when you encounter an item with which you can interact, the game displays a small blue hand onscreen and, if needed, prompts you with the control needed to use the object. There are three different manners in which you can interact with items: picking them up, breaking them, or using them.

PICKING ITEMS UP

When you encounter weapons or equipment in the world, you can usually pick them up. The only time you can't pick them up is if you already have your maximum of that item. You can only carry 10 med kits, for instance, so you cannot pick one up if your inventory is full. This is the same for armor: if your armor is at 100, you cannot pick up more. If you have a weapon in your inventory, picking up another weapon of that type adds ammunition to your reserves. If your ammunition for that weapon is at maximum capacity, you cannot pick up the weapon.

In general, you can pick up weapons and equipment simply by moving over them or moving close enough to touch the item. In some cases, though, you must manually pick it up. If the item is too far away to touch, you can usually pick it up if you place the cursor over it and press the Use button.

You won't pick up new types of weapons if you already have three weapons in your inventory. If you want to swap one of your current weapons for one you've found, select the weapon you want to discard, aim your crosshairs at the new weapon, and press Use. Your currently equipped weapon is dropped, and the new one is equipped.

TIP

USE EXTRA MED KITS YOU FIND IN THE FIELD TO TOP OFF YOUR HEALTH IF YOU ALREADY HAVE 10 KITS. NORMALLY YOU WOULDN'T USE A MED KIT TO HEAL ONLY 5 OR 10 POINTS OF DAMAGE, BUT IF YOU ARE MAXED OUT ON KITS AND FIND ANOTHER KIT IN THE FIELD, IT'S BENEFICIAL TO USE A KIT AND THEN PICK UP A NEW ONE SO YOU KEEP YOUR HEALTH TOPPED OFF AND NOT LEAVE KITS BEHIND.

BREAKING ITEMS

There are many items you'll need to break while in the field. Boards, windows, grates, padlocks—many things will block your path or a good shot at the enemy. There are two ways to break items that need breaking. The easiest way is to simply shoot them. The problem with this is that it wastes ammunition, and it's noisy.

A better method is to smash the item, either with your fists (if your weapon is holstered) or with the butt of your gun. To smash an item, get close to it, aim your crosshairs at the item, and press the Melee button. Note that it's usually better to shoot a padlock, as they are sometimes too strong to break with a melee attack.

Windows are almost always breakable and often provide alternate routes through maps or lead to secondary areas with equipment or items of interest.



Don't waste ammo: Use your fist or gunstock to smash boards, windows, and grates.

TIP

WHILE IN THE FIELD, YOU OFTEN FIND CONVENTIONAL ROUTES BLOCKED. VENTILATION DUCTS OFTEN PROVIDE AN ALTERNATE ROUTE WHEN YOU CAN'T FIND ANOTHER. DUCTS ARE GENERALLY BLOCKED BY GRATES, SO LOOK FOR THESE AS YOU MOVE AROUND. SMASH A GRATE AND CLIMB INTO THE DUCT TO SEE WHERE IT LEADS. EVEN IF IT ISN'T A NECESSARY ROUTE, THEY OFTEN LEAD TO GOOD STASHES OF EQUIPMENT. THE SAME CAN BE SAID OF PADLOCKED GATES: IF YOU SEE A LOCKED GATE, CHANCES ARE THERE'S SOMETHING GOOD BEHIND IT. BREAK THAT LOCK AND SEE WHAT'S BEHIND IT.

USING ITEMS

There are many items in the game that you need to “use” in some general sense. Doors need to be opened, ladders need to be climbed, valves need to be turned, and control consoles need to be activated or deactivated. In many cases (doors, for instance) it will be obvious. But if you see an item that looks like it might be useful, walk up to it and aim your crosshairs at it.

If you get the telltale blue hand sign, you can use the item. Press Use and see what happens. You can often learn interesting information by using phones and laptops to access the voicemails and data stored inside.

You also employ the Use function to climb ladders, but be careful when doing so. Not only are you leaving yourself vulnerable to attack if enemies are nearby, you climb fairly slowly, so you are a target for even longer. Going down ladders isn't as much of a problem, because you simply grab on and slide down.



A blue hand icon lets you know when you can use an item.

NOTE

IF YOU GET A RED HAND WHEN TRYING TO OPEN A DOOR, IT MEANS THAT DOOR CANNOT BE OPENED FROM THIS SIDE, BUT THERE IS PROBABLY A WAY INTO THE ROOM.

COMBAT BASICS

Combat in *F.E.A.R.* is different than in most other first-person shooters. The combat is much more tactical than you may be accustomed to. You simply can't go blasting through a level and hope to survive, at least not when playing on anything but the easiest difficulty levels. *F.E.A.R.* requires patience and thought, and you need to learn to take advantage of your surroundings.

There are two primary reasons why tactics are important. The enemies you'll face in the single-player campaign are much smarter than you're probably used to, and they work together to ambush you. They use cover well, know how to flank, and can be very accurate shots. They also know how to use suppression fire to cover their squadmates' movements, and can flush you out of cover with grenades. Secondly, the weapons are deadly. A few shots from any weapon in the game will kill you, and others are instantly fatal, though you have more room for error on the easier difficulty levels.

WEAPON SELECTION

You can carry only three firearms at any time. Because there are more than three guns available, this means that, at some point, you need to make some choices. It's tempting, especially in the later levels, to simply take the most powerful weapons you can find. This is usually a bad idea, though. Ammunition is rare for these weapons, and they aren't versatile enough to be used in missions with both open and closed areas.

Instead, choose a good balance of weapons that provide you with options in any environment and situation. You always want a weapon for close combat, a weapon for medium- to long-range combat, as well as a big weapon in reserve in case you come across a particularly large firefight or a tough opponent.

FEAR

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You can carry only three weapons at a time, so choose wisely.

TIP

THOUGH YOU'LL HAVE FAVORITE WEAPONS, IT DOESN'T MAKE SENSE TO CARRY SOMETHING AROUND IF IT'S EMPTY. ALWAYS DROP EMPTY WEAPONS WHEN YOU FIND SOMETHING TO REPLACE. YOU CAN ALWAYS GRAB YOUR FAVORITE AGAIN LATER.

CLOSE COMBAT

In tight spaces, the big guns are generally poor choices. Two of the most powerful weapons, the MP-50 repeating cannon and the MOD-3 multi-rocket launcher, cause devastating area-effect damage, meaning that if you fire it at something nearby, you'll likely be killed or maimed in the blast. The Type-7 particle weapon doesn't have any area-effect damage, but it's very slow, and if you miss with your first shot, you'll be killed before you can take a second shot.

The best weapons for close combat are the shotguns. The VK-12 combat shotgun is a great weapon when fighting in hallways or small rooms, or simply when an enemy is in your face. Though it's somewhat slow to fire, a single shot is almost always lethal.

All of the common automatic weapons are good in close combat as well, but not as effective as the shotgun. They are fine choices, though, especially against standard security guards and Replica soldiers. The AT-14 pistol isn't a terrible choice, either, especially when you have one in each hand. But you'll likely discard the pistol early on and trade up for something that packs more punch.



The shotgun is the best close-combat weapon.

TIP

FOR VERY, VERY CLOSE COMBAT, SAVE AMMUNITION BY USING A MELEE ATTACK.

MEDIUM-RANGE COMBAT

For medium-range fights, such as those in large rooms and moderately sized outdoor areas, you want a weapon with a good range and a good rate of fire. Three standard weapons fit the bill: The RPL submachine gun, the G2A2 assault rifle, and the 10mm HV Penetrator. The latter two are the best of these weapons, and either makes a great choice for the majority of your engagements. The submachine gun is a good weapon as well, though it does slightly less damage. It's quick to reload, though, and ammunition is plentiful, so it's certainly a fine weapon to use.

The big guns are great in these situations as well, but shouldn't be your primary weapon for medium-range combat. The repeating cannon can quickly clear an occupied room or courtyard, and the rocket launcher can take down several enemies with a single shot. Again, though, be careful of hurting yourself, and always save your big weapons for your toughest encounters.



The G2A2 assault rifle is a good weapon for most combat situations.

LONG-RANGE COMBAT

In the single-player campaign, there aren't too many instances where you need a powerful long-range weapon, but there are a few. Only two weapons have sniping abilities: the Type-7 particle weapon and the ASP rifle. The latter isn't a sniper rifle; it's a semi-automatic machine gun with a powerful scope. The Type-7 is the sniping weapon of choice, as it is very accurate and almost always instantly lethal. Either weapon, though, can take out enemies at very long distances.



The Type-7 particle weapon has a sniper scope, and is usually instantly fatal with a single hit to anywhere on an enemy's body.

TIP

THE IDEAL WEAPON INVENTORY IS A COMBAT SHOTGUN, AN ASSAULT RIFLE, AND ANY OF THE BIG GUNS. THE FORMER IS FOR CLOSE COMBAT, THE SECOND FOR MEDIUM-RANGE COMBAT, AND THE THIRD FOR ANY TOUGH OPPONENTS YOU MAY ENCOUNTER.

AIMING AND ACCURACY

As you fight, you must be constantly aware of how accurate your weapon is. A weapon has a base accuracy, but your actions can affect this. For instance, you can use the iron sight of a weapon, but this slows you down. And weapons are always less accurate if you are standing or moving (or standing and moving) than if you are crouched and still.

You can determine your current accuracy by looking at the crosshairs. If it is a tight plus sign of lines, your shot will be very accurate. If the crosshairs lines are spread far apart, your shot won't be very accurate at all.

AIMING YOUR WEAPON

To aim a weapon, you simply point the crosshairs at a target and pull the trigger. But you can aim more accurately by pressing the Aim button. This allows you to use the weapon's iron sight, and it significantly increases the accuracy of any shot you take. Using the iron sight causes a significant reduction in your movement speed, though, and also has a negative effect on your peripheral vision, as the sight acts as a very slight zoom.

You can use the iron sight while moving to increase your accuracy, but it's best to use it when still and, even better, when still and crouched. All of these factors increase your accuracy and can make your shots more likely to hit. This is especially important when attempting headshots on an unsuspecting opponent.

With sniping weapons, the Aim button actually activates the weapon's scope, allowing you to zoom in on prospective targets.



Using a weapon's sight makes your shot more accurate, but slows you down.

NOTE

AIMING IS NOT THE ONLY FACTOR THAT AFFECTS YOUR MOVEMENT SPEED. YOUR CURRENTLY EQUIPPED WEAPON CAN ALSO HAVE A VERY DETRIMENTAL EFFECT ON HOW FAST YOU MOVE, AS WELL AS HOW FAR YOU CAN JUMP. SEE THE WEAPONS AND EQUIPMENT SECTION FOR MORE INFORMATION ABOUT EACH WEAPON'S MOVEMENT PENALTY.

HEADSHOTS

Accuracy is important because damage is somewhat area-specific. Most shots do the same amount of damage to enemies, but headshots almost always do more. Headshots, depending on the location of the hit and the target in question, almost always do 1.5x to 2x the damage of a regular shot. Keeping your aim as accurate as possible is very important when going for headshots, as they are usually instantly lethal to all but the most heavily armored opponents.



Headshots are instantly lethal for all but the toughest opponents.

TIP

A VERY CAREFULLY AIMED SHOT OFTEN ALLOWS YOU TO HIT THE EXPOSED AREA OF AN ENEMY TAKING COVER, FORCING HIM TO MOVE OUT OF POSITION.

USING COVER

Cover is an important part of almost any firefight. Keeping as little of your body exposed as possible makes you a much tougher target, and there are many ways in which you can use this to keep your health high and your armor intact.

You should almost always use cover when fighting. Rushing in and attacking is sometimes necessary, and with certain enemies it is the preferable tactic, but generally it is a bad idea. Especially when taking on large squads of enemies, using cover can often be the only way to survive.

CROUCHING

One way to employ cover is to find a low obstacle and crouch behind it. Furniture provides some cover, and low walls provide even more. The best low cover is that which completely protects you while crouched, allowing you to pop into view, take a few shots, then return to the safety of the crouched position.

The only problem with this technique is that you can't see enemy movements while crouched, and they, too, will be running for cover. So you may need to take a moment to find a target when you stand. For this reason, low cover that allows you to see an area can be preferable, strategically, but it's not as safe, because your most vulnerable target (your head) is still visible.



You can crouch behind furniture or low walls.

LEANING

Walls and corners can provide some of the best cover in the game. Approach a corner, then lean around to see what's in the next room. Leaning often gives you the surprise advantage, as it makes you less visible. The best thing about leaning is, if the enemy starts returning fire, you can simply lean back and be completely covered by the wall.

In situations where you have the time, you can crouch and lean around corners, which not only gives you cover, it increases your accuracy. Just be very careful if the enemy starts rushing you, because if you need to retreat quickly, you'll need to stand up.



Leaning around corners provides you with great cover, and often grants you the element of surprise.

CAUTION

COVER IS NOT A SUREFIRE SAFETY MEASURE. IT OFTEN INSPIRES THE ENEMY TO TOSS A GRENADE YOUR WAY TO FLUSH YOU OUT. STAY ALERT FOR THE SOUND OF GRENADES. IN SINGLE-PLAYER GAMES, THE ENEMY USUALLY ANNOUNCES A GRENADE AS IT'S THROWN, GIVING YOU A BRIEF OPPORTUNITY TO MOVE TO A SAFER POSITION.

GRENADES

Grenades are very effective weapons when used properly. There are three types of grenades and, unlike weapons, you don't need to select which type you want to carry. You can have up to five of each type of grenade at any time, but each has its own uses.

Your standard grenade is the fragmentation grenade, which explodes shortly after it's thrown, or when it hits an enemy target. A direct impact is usually fatal, but even if it isn't fatal, it can stun an opponent, making him an easy target. Fragmentation grenades are great for flushing enemies out into the open from entrenched positions.

Proximity mines and remote bombs are less effective for heat-of-the-moment combat, but they're well suited for setting up traps for incoming enemies. Both, however, can be offensively effective with some practice. A proximity mine thrown into a group of enemies, for example, detonates as soon as it's armed and they try to flee, usually eliminating the group. Remote bombs can be detonated at any point after they leave your hand, so with practice you can learn to activate them right as they pass an opponent or group of opponents.



Use grenades to flush the enemy out from covered positions.

TIP

YOU CAN SHOOT A PROXIMITY MINE TO MAKE IT EXPLODE, WHICH IS A GOOD WAY TO DISARM ENEMY MINES WHEN YOU SPOT THEM.

STEALTH AND MELEE

One of the best ways to survive an engagement is to have it end before it even really begins. If you keep the enemy unaware of your presence, you can usually kill him with a single attack, and if you use a melee attack, you can do it silently.

CREEPING AROUND

The enemies you encounter are very in tune with their surroundings. They react to noises, and they go on alert if you knock something over or they hear gunfire from a nearby room. They also go on alert if they see you, or even your flashlight beam.

F.E.A.R. isn't a stealth game, but there are ways to use silence to your advantage. Enemies that are at their stations and unaware of threats are much easier to kill than those who are on the defensive, so try to make as little noise as possible, and keep your flashlight off unless you absolutely need it.



Use your flashlight sparingly, because it can alert the enemy to your presence.

SURPRISE SHOTS

If an enemy is unaware of your presence, your attacks actually do more damage. Because of this, taking careful aim on an unwary opponent is important. If you miss, you lose the advantage of surprise. Surprise shots only work on a single enemy in a heavily populated area, because the shot puts everyone on alert.

MELEE

Melee attacks on an unwary opponent not only have the surprise benefit, they are also nearly silent, so as long as you or the body isn't spotted, nearby enemies won't be alerted. If you see an enemy with his back to you, quietly move up behind him and hit him with your fists or your gunstock. He'll crumple like a cheap suit, and you can still get the drop on any other enemies nearby.



If an enemy hasn't seen you, you can usually kill him with a single shot or melee attack.

NOTE

MELEE ATTACKS ARE VERY POWERFUL, EVEN ON OPPONENTS WHO ARE AWARE OF YOUR PRESENCE. SEE THE WEAPONS AND EQUIPMENT SECTION FOR A MORE DETAILED LOOK AT THE DAMAGE DONE BY YOUR FEET AND FISTS.

ENVIRONMENTAL FACTORS

Taking cover isn't the only way you can use the environment to your advantage. Many items you encounter can be used as offensive weapons if you know where to look.

Fire extinguishers, power boxes, and barrels containing flammable contents all explode if shot, and the ensuing damage is far more devastating than that from all but your most powerful weapons. Keep an eye out for these, and if you can, try to lure the enemy near them. When an enemy or, even better, a group of enemies approaches, fire at the item to take them out. Even if they aren't close enough to be killed by the blast, as long as they are in the blast radius, the explosion will stun and disorient them, and you can easily finish them off as they recover.



Power boxes, fire extinguishers, and explosive barrels can all be used to kill or injure an enemy, or several enemies, with a single bullet.



NOTE

ONLY YELLOW BARRELS WITH THE FLAMMABLE WARNING EXPLODE IF SHOT. LIKEWISE, SHOOT ONLY AT POWER BOXES WITH THE VOLTAGE WARNING. STANDARD GRAY POWER BOXES WON'T DO ANYTHING WHEN SHOT.

DUST

One environmental element is more detrimental than helpful: dust. When shooting in dirty areas, or areas with concrete walls, stray shots can stir up a great deal of dust. When the air gets too cloudy, your visibility can be seriously impaired. When this happens, try to get to a new position. If necessary, leave the room and wait for the dust to settle before attempting to engage the enemy inside.

In rare cases, dust can be beneficial. When fighting Assassins, who have the ability to cloak themselves, kicking up dust from walls or the floor makes them easier to spot while they are invisible.



Dust can become a major visibility issue in certain environments.

SLOWMO

SlowMo always increases your advantage in combat. There's never really a bad time to use it, and it can make large battles much easier, giving you time to take out a few enemies and lessen their overwhelming odds. It's also an excellent way to take out more powerful enemies, such as Heavy Armors and REV6 Power Armors, that are otherwise very difficult to kill.

The only issue with SlowMo is that it takes a while to regenerate, so you don't want to waste it on an easy fight, only to find that you don't have enough for a major battle around the corner. Use it sparingly, or wait for it to regenerate before proceeding.



Use SlowMo as much as you want, but be sure it's fully charged in situations where you really need it.

TIP

ALWAYS RELOAD YOUR WEAPON BEFORE ACTIVATING SLOWMO. IN FACT, GET IN THE HABIT OF CONSTANTLY RELOADING YOUR WEAPON AFTER A BATTLE, SLOWMO OR NOT.

DIFFICULTY ADJUSTMENT

There are four difficulty levels in the single-player missions. These affect several factors about how deadly your enemies are, but they do not affect how many enemies you face, or how they behave. Note that the damage percentage is calculated on the base damage for a weapon when it is fired by an enemy in the single-player game. In the Weapons and Equipment section, we'll look at these specific numbers.

EASY

On Easy difficulty, enemy weapons do only 25 percent of their base damage. Enemies also have accuracy penalties, and your health begins regenerating when it goes below 40.

NORMAL

On Normal difficulty, enemy weapons do 65 percent of their base damage. Enemies are more accurate, but still suffer some penalties. Your health regenerates under, and up to, 25 points.

HARD

On the Hard difficulty setting, enemies are very accurate, and their weapons do 85 percent of the base damage. Your health regenerates when it goes below 25 points.

EXTREME

Extreme difficulty is very, very difficult. Enemies are very accurate, and their weapons do 120 percent of the base damage. There is no health regeneration on extreme difficulty.

WEAPONS AND EQUIPMENT

GUNS

You can carry only three weapons at a time, so it's good to understand their pros and cons. Each weapon has its strengths, and each has drawbacks, but you can select an inventory of weapons that gives you strong options for almost any situation. Choosing a well-balanced complement of weapons is a key to effective combat.

Though you'll inevitably find a favorite weapon arrangement of your own, it's not a bad idea to always carry a combat shotgun and an assault rifle, then keep the third slot open for the high-end weapon of your choice. You can use a submachine gun or a HV Penetrator instead of an assault rifle, but the former isn't as powerful a weapon and the latter is rarer, making ammunition a problem. Regardless, you want the shotgun for close quarters and the assault rifle (or similar) for medium-range combat. Always save your big guns for tough opponents. As tempting as it may be to attack two Replicas with a rocket launcher, you'll be sorry you did when you're face to face with a REV6 Power Armor.

In the next section, we'll look at the weapons individually, and point out some of their strengths and weaknesses. In the descriptions, several stats are called out. Here's a brief explanation of what each stat means.

AMMUNITION

These numbers show you both how many rounds you can have in the magazine at once, and how many rounds you can carry, total. Note that the maximum number includes the current magazine, so with the AT-14 pistol, for instance, if you had a full magazine of 18 rounds, you could only carry 82 rounds in reserve.

With some weapons, the number of rounds carried and loaded differs from single-player to multiplayer. For each weapon, both numbers are shown, with the single-player (SP) first, and the multiplayer (MP) second.

TIP

IN THE SINGLE-PLAYER CAMPAIGN, AMMUNITION FOR A WEAPON CAN BE FOUND ONLY IN A WEAPON OF THE SAME TYPE, SO IT DOESN'T MAKE ANY SENSE TO CARRY AN EMPTY WEAPON. NO MATTER HOW MUCH YOU LIKE THE WEAPON, IF IT'S EMPTY, DISCARD IT IN FAVOR OF A NEW WEAPON. YOU CAN PICK IT BACK UP ONCE YOU FIND AMMO ANYWAY, BECAUSE IT'LL BE IN THE GUN ITSELF.

BASE DAMAGE

This is the damage done by a single round from a weapon before modifiers are applied. Modifiers include headshots (which can add a 1.5x or 2x multiplier to damage, depending on the target) and difficulty level, which affects only computer-controlled enemy damage. The base damage of a weapon can differ for the player in single-player and multiplayer games, and is often different for enemies in the single-player campaign. All three numbers are listed for each weapon, when applicable.

NOTE

SOME STATISTICS CHANGE FROM SINGLE-PLAYER TO MULTIPLAYER. IN THE FOLLOWING LISTINGS, "SP" IS THE SINGLE-PLAYER STATISTIC, WHILE "MP" IS THE MULTIPLAYER STATISTIC. IN CASES WHERE THE STATISTIC IS UNIQUE FOR COMPUTER-CONTROLLED OPPONENTS, THAT STATISTIC IS INDICATED BY "AI."

ARMOR PENETRATION

This percentage indicates how much damage from a single round will go through a player's armor and damage his or her health. Some weapons cannot pierce armor, in which case all damage is applied to the armor. Some weapons, though, such as the HV Penetrator, are great at piercing armor. In its case, it has 80 percent armor penetration, so a player's armor can absorb only 20 percent of the damage.

MOVEMENT PENALTY

Weapons have weight, and that weight affects you. This number shows what percentage your speed will be reduced when the weapon in question is your active weapon. Weapons in your inventory do not affect your speed, so holstering your weapon eliminates all reduction penalties. Note that your speed also affects your jumping distance, so put your guns away if you're trying to make a tricky leap.

AT-14 PISTOL



Rounds per magazine (SP/MP): 18/18

Rounds, maximum (SP/MP): 100/200

Base damage (SP/MP): 40/35

Armor penetration (SP/MP): 30%/27%

Movement penalty: 5%

NOTE

IN THE SINGLE-PLAYER GAME, ENEMIES NEVER CARRY PISTOLS.

The AT-14 pistol is a single-shot weapon that does only a moderate amount of damage. It's a decent weapon that can be fired quickly and has very little kick. When aimed properly, pistols are effective against standard enemies, such as ATC guards and Replica soldiers. The biggest problem with the pistol is that, in the single-player game, enemies don't carry them, making dropped ammunition difficult to find (though pistols are one of the more common weapons placed throughout levels).

You can dual wield pistols. If you pick up a second pistol while already armed with one, the second pistol is placed in your left hand. When carrying two pistols, your accuracy is reduced slightly, but your rate of fire is effectively doubled. Also note that when armed with two pistols in a single-player game, your max ammunition raises to 200 (you can always carry up to 200 in a multiplayer match).

For all their seeming negatives, though, pistols' accuracy and rate of fire make them one of the best weapons to use against Nightmares, against whom speed and accuracy are far more important than stopping power.

RPL SUBMACHINE GUN



Rounds per magazine (SP/MP): 50/50

Rounds, maximum (SP/MP): 500/500

Base damage (SP/AI/MP): 15/15/13

Armor penetration (SP/AI/MP): 30%/30%/30%

Movement penalty: 5%

Don't be put off by the submachine gun just because you start with it—it is a great weapon against standard enemies. Its low damage and armor penetration values are somewhat misleading. The submachine gun is an automatic weapon that shoots quickly and is accurate even when you aren't aiming precisely. It does have some recoil, but with practice, you can learn to adjust your aim as you fire, basically making it a damage hose. It has a good range, but it is less effective at longer ranges than the assault rifle or, especially, the ASP rifle.

Submachine guns are especially useful early in the single-player game, when a good number of the enemies you face are carrying them. This makes ammunition abundant, and makes the submachine gun more useful than more powerful guns with less common ammunition. Its high rate of fire means you can use up the ammunition quickly, but because it is so abundant, and because you can carry a great deal of submachine gun ammunition, this is only a slight drawback.

VK-12 COMBAT SHOTGUN



Rounds per magazine (SP/MP): 12/12

Rounds, maximum (SP/MP): 180/180

Base damage (SP/AI/MP): 30/15/20

Armor penetration (SP/AI/MP): 30%/30%/30%

Movement penalty: 5%

NOTE

A SHOTGUN ROUND IS MADE UP OF SIX INDIVIDUAL PROJECTILES, EACH OF WHICH CAN DO THE BASE DAMAGE.

For close-range combat, you can't do better than the combat shotgun. For almost every enemy you face, the combat shotgun is an instant kill if aimed at the head or the torso, and can severely cripple an opponent if aimed at the legs. The shotgun fires a single round of six pellets, each of which can do the base damage (meaning that it has a potential base damage of 180/150/120). And, at close range, you generally hit for maximum. It's never a bad idea to keep a shotgun with you.

It's a somewhat bad idea, though, to use the combat shotgun as your primary weapon. Because of its inaccuracy, it's less effective at medium range, and basically useless at long range.

The shotgun also has significant recoil, requiring a noticeable recovery time between shots, and it takes a fair amount of time to reload when emptied. If you don't kill, or at least maim, an enemy with your first shot, the shotgun's drawbacks can become problematic. Luckily, even a nonfatal shot has a good chance of stunning an opponent, so you should have time to reload, switch weapons, or get to cover if needed. Finally, the shotgun doesn't have great armor penetration. At close range, that becomes less of an issue because it does so much raw damage it can tear through armor.

All that said, the shotgun is a great weapon to keep with you at all times, provided you have ammunition for it. It does have its downsides, but when fighting in tight (or even relatively tight) quarters, it's the best weapon you can ask for.

G2A2 ASSAULT RIFLE



Rounds per magazine (SP/MP): 45/45

Rounds, maximum (SP/MP): 450/450

Base damage (SP/AI/MP): 22/20/20

Armor penetration (SP/AI/MP): 40%/40%/40%

Movement penalty: 15%

Along with the shotgun, the G2A2 assault rifle should be a constant part of your arsenal. It's a fully automatic weapon. Though it's somewhat inaccurate when used on the run, it's powerful enough to take down standard enemies quickly when aimed, and its high rate of fire makes it a great choice for laying suppression fire while moving to safety.

In the single-player game, it's uncommon in the beginning, making the submachine gun a better choice for medium- to long-range combat. When the assault rifle becomes more common, however, it should be your default weapon for all but close-range, and very difficult, combat situations. It's slightly less accurate than the submachine gun when moving, but its recoil is about the same. As with the submachine gun, you can learn to adjust as you fire this automatic weapon to compensate for the recoil. And, more importantly, it does more damage and has a higher armor penetration rate.

The assault rifle is slightly heavier, and it reduces your movement slightly more when it is the active weapon. It's not a heavy weapon, though, and the speed reduction isn't a hindrance.

After the early single-player missions, ammunition for the assault rifle becomes plentiful, which is good, because you'll go through it quickly. You can carry a good amount of ammunition, though, so you'll rarely find yourself lacking. If you do, the submachine gun makes a good alternative.

10MM HV PENETRATOR



Rounds per magazine (SP/MP): 25/25

Rounds, maximum (SP/MP): 250/250

Base damage (SP/AI/MP): 35/25/34

Armor penetration (SP/AI/MP): 80%/80%/80%

Movement penalty: 17%

The HV Penetrator is an automatic weapon that has a slow rate of fire but is incredibly accurate. Though it can't do as much damage as quickly as an assault rifle (it's more than three times slower), and doesn't have as long of a range, the Penetrator's armor-penetrating skills make it a good choice against tougher opponents at medium range. It has almost no recoil, making it the most accurate of the automatic weapons.

The Penetrator fires large metal spikes that not only pierce an enemy's armor, they also tend to have a significant knockback, and most enemies, when hit, require a moment to regain their footing. The Penetrator can actually nail opponents to walls and other objects. Any enemy that has a solid object in proximity behind him will likely get pinned to that object.

The major issue with the Penetrator is that it's fairly rare. Very few enemies carry it, making ammunition somewhat scarce. This isn't necessarily a problem—but discard it in favor of an assault rifle when ammo starts getting low. Compared to the assault rifle, the Penetrator has a slightly more detrimental effect on your mobility when equipped.

ASP RIFLE



Rounds per magazine (SP/MP): 30/12

Rounds, maximum (SP/MP): 200/200

Base damage (SP/AI/MP): 50/25/37

Armor penetration (SP/AI/MP): 60%/60%/50%

Movement penalty: 25%

The ASP rifle is one of only two weapons in the game with sniping abilities. Unlike a traditional sniper rifle, though, it doesn't fire a single, highly accurate shot. Instead, a squeeze of the trigger fires a burst of three shots, each of which does the base damage. The ASP rifle is equipped with a scope that can zoom up to 3x, and it is accurate at very long ranges.

Or, rather, the first shot from an ASP rifle is accurate at very long ranges. The ASP rifle has a bit of recoil. It isn't perceptible when using the rifle normally, but when zoomed in, this can be very noticeable and makes the second and third shot of a burst slightly off-target. Learn to compensate for this recoil by adjusting your aim slightly lower before pulling the trigger.

The ASP rifle is not recommended for non-sniping situations. Ammo is scarce, and you encounter only a few enemies carrying the ASP. Its rate of fire is fairly slow, and its reload times are long, and it simply doesn't do as much damage in as little time as more common weapons. But

in sniping situations, it's a great choice. Just make sure you switch over to a more suitable weapon when the enemy comes rushing at you.

CAUTION

IN MULTIPLAYER MATCHES, THE MAGAZINE OF AN ASP RIFLE HOLDS LESS AMMO THAN IN SINGLE-PLAYER GAMES, MAKING THE WEAPON'S SLOW RELOAD TIME EVEN MORE OF A PROBLEM IF YOU'RE BEING RUSHED BY THE ENEMY.

TYPE-7 PARTICLE WEAPON



Rounds per magazine (SP/MP): 10/5

Rounds, maximum (SP/MP): 100/10

Ammunition (clip/max): 10/100

Base damage (SP/AI/MP): 170/100/150

Armor penetration (SP/AI/MP): 80%/70%/0%

Movement penalty: 25%

The Type-7 particle weapon is the most versatile and powerful weapon in the single-player game. Though not as devastating as the rocket launcher, it's much more common and can instantly vaporize almost any opponent with a single shot anywhere on the body. It's also the best sniping weapon available and comes with an attached 4x zoom scope.

The Type-7 is fairly uncommon, though you'll find it more frequently than other high-end weapons. Running out of ammunition isn't a problem as long as you don't use it as your primary weapon. Keep it for tough situations, and stick to standard weapons for general combat. The Type-7 isn't a great weapon when facing large groups of enemies in open spaces, because it has a very slow rate of fire and is heavy, slowing your movement. If you have cover and room to snipe, though, it can be a great way to clear a room from a distance.

In single-player missions, the Type-7 does a great deal of damage, and most of that damage bypasses armor and goes straight to the target's health. In multiplayer matches, however, the Type-7 has no armor penetration ability, meaning it requires at least two shots to take out a fully armored opponent.

MP-50 REPEATING CANNON



Rounds per magazine (SP/MP): 50/15

Rounds, maximum (SP/MP): 100/15

Base damage (SP/AI/MP): 80/40/30

Armor penetration (SP/AI/MP): 30%/30%/30%

Area damage (SP/AI/MP): 70/40/70

Area damage AP (SP/AI/MP): 50%/50%/40%

Movement penalty: 25%

The rarest weapon in the game, the MP-50 repeating cannon packs a huge punch. With its fully automatic fire and exploding projectiles, it's part grenade launcher and part machine gun.

Its projectiles do a good amount of damage on their own, but they also hurt anyone standing in the vicinity. Though they aren't as powerful as grenades, two or three shots can take out a group of enemies, and the blast is very forceful, which can keep opponents off balance.

Perhaps surprisingly, the repeating cannon is very accurate, but it has significant recoil. In multiplayer matches, the repeating cannon's magazine can't hold much ammunition, and your maximum ammunition capacity is very low.

The repeating cannon is among the heaviest weapons, and it slows you down. The repeating cannon is a very bad weapon for close combat, because its area damage hurts you as well as the enemy.

MOD-3 MULTI-ROCKET LAUNCHER



Rounds per magazine (SP/MP): 15/15

Rounds, maximum (SP/MP): 30/18

Ammunition (clip/max): 15/30

Base damage (SP/AI/MP): 70/50/70

Armor penetration (SP/AI/MP): 0%/0%/0%

Splash damage (SP/AI/MP): 100/100/80

Splash damage AP (SP/AI/MP): 80%/80%/80%

Movement penalty: 25%

Though it's not as rare as the MP-50 repeating cannon, you won't find many MOD-3 multi-rocket launchers in the single-player missions. Don't let the numbers fool you: It's an incredibly powerful weapon. Each shot fires a burst of three rockets, all of which are highly accurate and do a great deal of direct damage, plus a great deal of explosive damage to a small area around the impact. And the explosive damage almost completely ignores armor.

Not only is it accurate, it has a high rate of fire and no recoil. The lack of ammunition, and its very low ammunition capacity, means that it should be conserved until its power is needed. As with the repeating cannon, the area damage from the rocket launcher's projectiles can be just as devastating to you as to your opponents, so don't use it in tight quarters or at close range. The rocket launcher is also very heavy, so put it away when moving.

SM-15 MACHINE PISTOL



Rounds per magazine (SP/MP): 30 (60 when dual-wielding)

Rounds, maximum (SP/MP): 600

Base damage (SP/AI/MP): 15

Armor penetration (SP/AI/MP): 30%

Movement Penalty: 5%

This one-handed machine gun pistol is exclusive to the Xbox 360 version of the game. It's not an incredibly powerful weapon, but its high rate of fire makes it better than the standard pistol and, unlike the pistol, it's carried by enemies, making ammunition abundant.

It's fully automatic and can be dual wielded, doubling its damage and its already fast rate of fire. As with the dual-wielded pistols, picking up a second SM-15 doubles your maximum ammunition capacity.

TURRET

Health: 500

Base damage (SP/AI/MP): 50/20/50

Armor penetration (SP/AI/MP): 50%/30%/50%

You don't get to carry turrets, but you face them. And, in rare cases, you can control them. Turrets are not only very powerful, they have a high rate of fire and when controlling one, you are generally out of harm's way, because they are operated from a safe distance. When you have an opportunity to use a turret, take it. You can clean out heavily occupied rooms without taking any damage or wasting your ammunition. When you do have control of one, though, it'll quickly be destroyed by the enemy's return fire, so make each second count.

NOTE

TURRETS CAN TAKE 500 POINTS OF DAMAGE BEFORE THEY'RE DESTROYED.



GRENADES

Three types of grenades are available, and you can carry up to five of each type at any time. They do not count against your weapons inventory, so you can carry three weapons and all three types of grenades simultaneously. Grenades aren't as powerful as you may be used to, but a direct hit is usually fatal to standard opponents, and even a nonfatal hit will leave your opponents momentarily stunned and disoriented.

You'll notice this yourself if a grenade goes off near you and you live: There's a moment of blurry vision and your hearing is impaired briefly.

The statistics for grenades are similar to those for weapons, though only two are pertinent: base damage and armor penetration. The base damage for a grenade indicates the damage at the epicenter of the blast. At the outer edge of the blast, the damage is lessened considerably.

M6A3 FRAGMENTATION GRENADE



Base damage (SP/AI/MP): 200/100/150

Armor penetration (SP/AI/MP): 25%/25%/25%

The fragmentation grenade is the most common grenade you encounter. It's your standard throw-and-take-cover explosive, and it can do a good deal of damage to a fairly large area. Fragmentation grenades have a slight delay before detonation, but if you throw one directly at an enemy, it will explode upon contact.

Grenades aren't always instant-kill weapons, but they will, at least, severely hurt any standard enemies caught in the blast. A direct hit, though, is almost always lethal. Grenades can also be used to force enemies out of cover. Employ them immediately in the rare instance you see a group of enemies standing close together.

AT-S PROXIMITY GRENADE



Base damage (SP/AI/MP): 250/150/150

Armor penetration (SP/AI/MP): 100%/40%/40%

The AT-S proximity grenade is a throwable mine. When thrown, it hits the ground and then, after a short delay, arms itself. Once armed, the mine detonates if anyone moves within its detection area. When it detonates, it does a huge amount of damage to anyone caught directly in the blast.

Use the proximity mine to set traps for enemies moving toward you. It is most effective when thrown into doorways. Save it for very tough enemies, because using proximity grenades against one or two standard enemies is a waste of their power. You can also fire at an armed proximity grenade to detonate it. Proximity grenades set by you won't detonate when you move near them, but you will be very hurt, and likely killed, if the explosion is triggered with you nearby.

TIP

IF YOU SEE AN ENEMY SETTING A PROXIMITY MINE, SHOOT IT AS SOON AS IT'S ARMED. YOU CAN GET THE OWNER IN THE BLAST IF YOU'RE FAST ENOUGH.

M77 REMOTE BOMB



Base damage (SP/MP): 250/150

Armor penetration (SP/MP): 70%/40%

Remote bombs, like proximity mines, can be used to set traps. The difference is that you trigger the explosion with a remote detonator. Remote bombs have slightly less explosive power than a proximity mine, but they're still devastating to anyone caught in the blast's center. Remote bombs stick to whatever you throw them at, allowing you to place them on ceilings, walls, or even enemies.

In the single-player game, enemies do not carry remote bombs. They are exclusively available to the player. As with proximity mines, they can be detonated by firing a weapon at them.

Because they require manual detonation, remote bombs aren't as useful as proximity mines. But they can be very effective at protecting a doorway, hurting enemies that are chasing you, or simply in situations where you want more control over when your grenade explodes. For instance, you can throw a remote at a group and detonate it while it's still in flight, leaving them no time to get away. Or try to lob a bomb directly onto an enemy and wait for him to get close to his colleagues, then detonate it.

MELEE ATTACKS

Melee attacks are an excellent way to take down enemies who haven't noticed you, without alerting other enemies to your presence. Melee attacks are almost completely silent, and with standard enemies, a single melee attack is usually fatal. Melee attacks don't pierce armor, but they can usually eliminate armor with one or two attacks, which can then be followed up with a fatal blow.

There are three types of melee attacks. You can punch or kick, and you can hit an enemy with the butt of your gun. In close combat, a combination of gunplay and melee attacks can not only save you ammo, it's often more effective than weapon use alone. Melee attacks are great against standard opponents, but be very careful against heavily armored opponents such as Heavy Armors or Power Armors. They are too heavily armed and armored and will easily kill you if you're foolish enough to try to smack them.

NOTE

IN THE SINGLE-PLAYER GAME, ALL ENEMY MELEE ATTACKS DO 35 POINTS OF DAMAGE.

GUN BUTT

Base damage: 150

Armor penetration: 0%

Whacking an enemy upside the head with a gun is probably the most common way to use melee attacks. This is a great technique when used in combination with gunfire, especially with close-combat weapons such as the shotgun. Fire your way into a room with SlowMo active, then rush enemies and knock them out with your shotgun stock. You take out a few enemies very quickly this way, and save your ammunition for when you need it.

PUNCH

Base damage: 100

Armor penetration: 0%

Punching does less damage than a gun stock, but one or two punches take down most standard enemies. You can't throw a punch while holding a weapon, so you need to holster your equipped weapon first.

KICKS

Base damage: 1,000

Armor penetration: 0%

Kicks are the most effective of the melee attacks, but they are also the most difficult to execute. Practice kicks in empty rooms to get the hang of them. There are three types of kicks: sweep kicks, jump kicks, and slide kicks. Each does the same amount of damage, but they look different and require different control combinations to execute.

Below are the controls for the three kicks:

Sweep kick: Jump, then melee

Jump kick: Move forward, jump, then melee

Slide kick: Move forward, then press crouch and melee simultaneously

EQUIPMENT

In addition to the combat equipment you'll pick up along the way, a variety of items provide defensive help. You have standard items such as med kits and armor, but you can also find valuable boosters that increase your maximum health or maximum SlowMo time.

BODY ARMOR



Body armor is typically found with stashes of other equipment. Armor prevents you from taking full damage from attacks from most weapons by absorbing a portion of the base damage. The absorbed damage destroys part of your armor, while the rest of the damage is taken by your health. How much damage the armor absorbs depends on the weapon itself (see weapons listings, above, for each weapon's armor penetration value).

Each piece of armor you find adds 35 points to your total armor, but you have a maximum of 100 points of armor at any time.

MEDKIT



Med kits can be picked up, carried, and used when needed. Each med kit restores 50 points to your health until you reach your maximum. You begin with a maximum 100 health, but this can be increased by picking up Health Boosters.

You can carry up to 10 med kits at a time. Use them when they will do the most good (that is, when you are at least 50 points below your maximum health). Med kits are fairly common in the early portion of the game but become slightly more rare as the game progresses.

FLASHLIGHT

Every F.E.A.R. operative comes equipped with a flashlight. The flashlight helps illuminate dark areas, and it must be activated. It has a self-charging battery and can be active for 20 seconds before it must recharge. Fully recharging the flashlight takes four seconds, but it can be turned back on before the battery is full.

Be cautious when using the flashlight. Your enemies are very alert and will instantly go into attack mode if they catch sight of its beam. Use the flashlight sparingly, and only when absolutely needed.



COMLINK

Like the flashlight, the comlink is a standard-issue piece of equipment. F.E.A.R. operatives carry extras with them in case you encounter individuals in the field who may have important information for the F.E.A.R. team coordinator. When a comlink transmission is received, the name of the speaker is displayed on the operative's HUD. Comlinks cannot operate if the wearer ventures too far underground, and they often pick up interference from nearby, and unknown, sources.

HEALTH BOOSTER



Health Boosters permanently increase your maximum health by five points, to a maximum of 199 points. There are more Health Boosters than needed to reach the maximum in the single-player campaign. In addition to increasing your health, Health Boosters also completely heal you when picked up. Health boosters are blue and reflex boosters are green. Each gives off a faint glow.

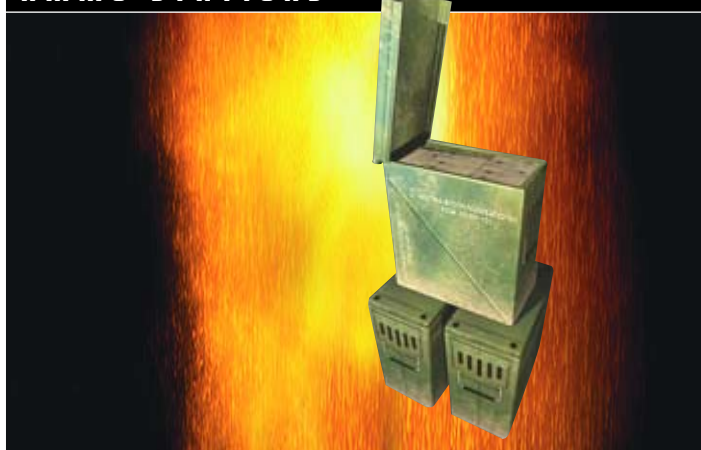
REFLEX BOOSTER



Reflex Boosters permanently increase the amount of time you can use SlowMo. Each booster increases your total SlowMo time by one-quarter of a second. Though that may not seem like much, it definitely adds up by the end. By grabbing all of the Reflex Boosters in the game, you can increase your maximum SlowMo time by five seconds. Reflex Boosters fully restore your SlowMo meter when picked up.

In multiplayer games, Reflex Boosters are called SlowMo Recharges, and are prized possessions. Only the player who possesses one can activate SlowMo.

AMMO STATIONS



Ammo stations slowly regenerate the ammunition for all weapons in your inventory. Simply walk up to the station and stand near it, and your ammunition will slowly fill up. Ammo stations are available only in multiplayer games, and they do not replenish your grenades.

HEALTH STATIONS



Health stations slowly regenerate your health points when you stand near them. As with ammo stations, health stations are available only in multiplayer maps.

ENEMIES AND ALLIES

CHARACTERS

You'll encounter many names and faces as you execute your orders as the F.E.A.R. team's point man. In this section, we look at the most common characters you'll encounter, from your F.E.A.R. teammates to employees of the Armacham Technology Corporation, the company that seems to be somehow related to the situation at hand.

F.E.A.R. TEAM AND ASSOCIATES THE F.E.A.R. POINT MAN

The F.E.A.R. point man, also called the operative or the combat operative, is the newest member of the F.E.A.R. team. He has very recently joined the team and is being put in the field for the first time to help track Paxton Fettel. Though some team members seem dismayed that a rookie is being sent on such a difficult mission, the higher-ups have faith in the new point man based on the amazing skill he showed in training: His reflexes and weapons skill were unsurpassed.

Still, at least one member of the F.E.A.R. team seems to find the point man to be a little creepy.

ROWDY BETTERS

Rowdy Betters is the F.E.A.R. team coordinator, and he provides you with your mission objectives and updates you with information and potential conflicts while you're in the field. Betters also helps you decode data and information you come across. Throughout your time in the field, Betters stays in constant communication with you through your comlink.



JIN SUN-KWON

Jin Sun-Kwon is the F.E.A.R. team's medical specialist and forensics expert. Because of the nature of F.E.A.R. missions, both of these roles are often required. She helps make sense of the bizarre deaths and injuries you uncover during your investigation, but because of her primarily scientific role, she does not spend time in the field unless the area has been secured by the combat team.



SPEN JANKOWSKI

Spen Jankowski is another combat operative on the F.E.A.R. team. More experienced than the new point man, he has his doubts about recruiting a rookie to go after such a dangerous foe. Jankowski, with the point man, is responsible for investigating and securing potential hot zones.



DOUGLAS HOLIDAY

Douglas Holiday is not a member of the F.E.A.R. team, but he helps out when they need a demolitions expert. He's a member of the Special Forces Operational Detachment-Delta team. Holiday is a self-proclaimed "master" at setting and disarming explosives.



SPECIAL FORCES OPERATIONAL DETACHMENT-DELTA

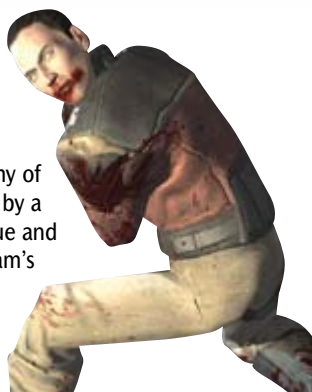
During the search for Fettel, F.E.A.R. is teamed with members of Special Forces Operational Detachment-Delta, also known as SFOD-D or Delta Force, who provide additional muscle to help the F.E.A.R. specialists do their work. It's a somewhat adversarial relationship, though, because the SFOD-D team members often find the paranormal focus of F.E.A.R. to be somewhat questionable.



PRIMARY TARGETS

PAXTON FETTEL

Paxton Fettel is a powerful telepath who was part of a program by the Armacham Technology Corporation to create an army of cloned soldiers that would be controlled by a single psychic. Now, Fettel has gone rogue and taken his army with him. The F.E.A.R. team's primary goal is to apprehend Fettel, who has recently killed and cannibalized a man for unknown reasons in the district of Auburn. Fettel should be considered extremely dangerous. Expect him to be very well guarded by his soldiers.



ALICE WADE

Alice Wade is Harlan Wade's daughter and a researcher at Armacham. She is one member of a team investigating the problems in the Auburn district.



ALMA

The identity and motives of this mysterious little girl are unknown, but she should be considered very dangerous, based on early intel. Understanding what role she plays in Fettel's freak-out becomes one of F.E.A.R. point man's primary, if unofficial, tasks.



ALDUS BISHOP

Aldus Bishop is another researcher on the team investigating the problems at Auburn. He is a mid-level employee and somewhat ignorant of their more top-secret projects.

NORTON MAPES

Norton Mapes is an engineer at Armacham. He is one of the few surviving employees to be found in the Armacham headquarters, but he seems reluctant to be rescued by, or cooperate with, the F.E.A.R. team. Mapes's motives are unclear.



ARMACHAM EMPLOYEES AND ASSOCIATES

HARLAN WADE

Harlan Wade is a high-level executive and researcher at the Armacham Technology Corporation. He has been involved with many of the company's experimental military research projects, and he may have important information in understanding and apprehending Paxton Fettel.



GENEVIEVE ARISTIDE

Genevieve Aristide is the president of the Armacham Technology Corporation and seems to have disappeared during the current crisis at her company.

CHARLES HABEGGER, IAIN HIVES, AND BILL MOODY

These three are members of the Auburn investigation team. At least two, Moody and Habegger, were last seen in the field, investigating the water contamination in Auburn.

MARSHALL DISLER AND PHIL VECCHIO

Both Marshall Disler and Phil Vecchio are high-level executives at Armacham. Based on evidence found in voicemails, both individuals seem to be closely tied to the Replica project.

OPPONENTS

THE REPLICA ARMY REPLICA SOLDIER



Health: 100–130

Armor: 25–75

Primary weapons: RPL submachine gun, G2A2 assault rifle, SM-15 machine pistol, VK-12 combat shotgun, N6A3 fragmentation grenade
Replica soldiers are the most common enemies you face. This does not mean that they are easy. Replica soldiers are highly trained and incredibly efficient combatants, and they work in squads very efficiently. Replicas will distract you with fire while others attempt to flank you. They also know how to use cover and attack from safe positions.

When facing Replica soldiers, your best weapon is patience. Well, the MOD-3 multi-rocket launcher is actually your best weapon, but patience is pretty helpful. Take cover, lean around corners, and take your time as you fight them. Rushing into combat is very dangerous on anything but the lowest difficulty levels.

Part of a Replica squad's teamwork includes keeping in constant contact with their teammates, and they have a tendency to announce their intentions to their squad. You can use this to your advantage to know what a Replica is planning to do. If they throw a grenade, for instance, you'll have plenty of warning as they shout "grenade" or "fire in the hole" to their squad. Listen carefully to their radio chatter for important clues to their intentions.

TIP

LISTEN TO THE REPLICAS' RADIO CHATTER FOR CLUES AS TO THEIR POSITIONS AND INTENTIONS.

Replicas who take cover often leave a part of their body exposed. If you see a leg or, better yet, the top of a head, take the shot. If you don't kill the soldier, you will force him out of cover.

Replica soldiers have keen hearing and will investigate suspicious sounds or combat from nearby locations. This makes stealth kills a great option for lone soldiers you encounter, because they can't alert anyone nearby and you'll still have the element of surprise. They also investigate if they see the body of another Replica, or if they see your flashlight beam. If a Replica soldier is alerted to your presence, he will announce it to his squad.

Replicas can carry most types of weapons but typically have assault rifles or submachine guns. They also have a variety of armor levels and health, but it is mostly a gradual increase as you get closer and closer to Fettel and he calls out his tougher soldiers.

You may encounter Replica snipers. Though uncommon, they can kill you quickly if you're caught unaware. Armed with both ASP rifles and Type-7 particle weapons, Replica snipers take positions in windows and on rooftops. They fire at you, and then quickly take cover out of sight. When facing Replica snipers, your best weapon is a Type-7 and good cover. Use SlowMo to prevent them from getting to a safe spot, and hit them with a single, fatal headshot.

ELITE REPLICA SOLDIER

Health: 150

Armor: 100

Primary weapons: G2A2 assault rifle, 10mm HV Penetrator, MP-50 repeating cannon



The Elite Replica soldier is more rare than its standard counterpart, and it is a significantly tougher opponent. Its toughness is not only a result of its ample armor, it also tends to carry better weaponry, such as repeating cannons.

When facing Elite Replicas, stay covered, but be aware that if they have repeating cannons, they can still hit you with area damage. Use your best weapons against them (the Type-7 is very effective, due to its high damage and armor penetration), but it takes two shots from even high-end weapons to kill them.

ASSASSIN

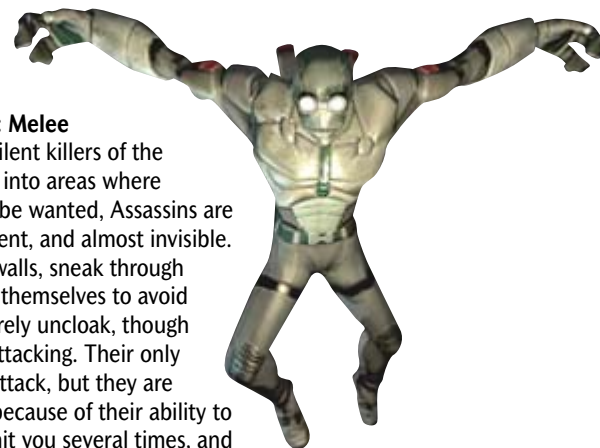
Health: 200

Armor: 150

Primary weapons: Melee

Assassins are the silent killers of the Replica army. Sent into areas where attention may not be wanted, Assassins are incredibly agile, silent, and almost invisible. They can cling to walls, sneak through ceilings, and cloak themselves to avoid detection. They rarely uncloak, though they do so when attacking. Their only attack is a melee attack, but they are incredibly deadly because of their ability to sneak up on you, hit you several times, and then escape while cloaked.

Even when cloaked, they are not entirely invisible. Assassins leave a faint outline when cloaked, so if you pay careful attention you can see them moving. Shoot the outline if you can, but in most cases the shotgun and melee attacks are your best weapons against Assassins, because you only see them when they are right in your face. Luckily, you won't encounter them often.



TIP

WHEN ASSASSINS ARE NEAR, SHOOT THE FLOOR AND WALLS TO KICK UP DUST. DUST CLOUDS MAKE THEM EASIER TO SPOT WHEN THEY ARE CLOAKED.

HEAVY ARMOR

Health: 800

Armor: 400

Primary weapons: 10mm HV Penetrator

The Heavy Armor is a slow-moving, lumbering enemy wearing a heavy suit of metal armor. They have a great deal of health and armor, making them very difficult to kill. They typically carry HV Penetrators, but occasionally they have better weapons, including Type-7 particle weapons and rocket launchers.

Though Heavy Armors are tough, they aren't as intimidating as they seem. Because they are so slow, they are easy to trap with proximity mines and remote bombs, and they have a weak spot on their faceplate that allows you to get headshot damage. Heavy Armors have large metal plates on their shoulders that they use to cover their face if given a chance, so use SlowMo to get in as many shots as possible before they block you. High-end weapons can take down a Heavy Armor quickly, but the shotgun at close range is also very effective.

They typically come with one or two soldier escorts. The soldiers who usually come with a Heavy Armor will use him for cover. Soften up the Heavy Armor and take out his escorts with a grenade, or take out any soldiers around him first while avoiding his shots. Then deal with the heavy by himself once you can afford to get in close. If you focus on the heavy without dealing with his allies, they will tear you up. Better to face one powerful gun than to face four guns.



TIP

WHEN FACING A HEAVY ARMOR, THE BEST TACTIC IS TO USE SLOWMO AND RUSH THEM WITH THE SHOTGUN, THEN HIT THEM WITH SEVERAL HEADSHOTS.

REV6 POWER ARMOR



Health: 1,000

Armor: 1,500

Primary weapons: Missile launcher (unique), laser machine gun (unique)

The REV6 Power Armor is the toughest opponent you face. A hulking mechanized armor suit equipped with two powerful missile launchers that can fire up to six rockets at once, the Power Armor is surprisingly agile and will incessantly hunt you down once it's spotted you.

Standard weapons aren't much use against Power Armors, so use any better weapon in your arsenal. Rocket launchers are your best bet, and repeating cannons are also very effective. If you face a Power Armor in an open space, use SlowMo and circle it, emptying your best weapon into its hull. Keep moving to avoid its rockets, and then get to cover to let your SlowMo regenerate once it's low. If you have them, use proximity mines and remote bombs to set traps and hurt them as they come after you.

Some Power Armors are equipped with laser weapons instead of missile launchers. These are less deadly but should still be feared.

POWER ARMOR MISSILE LAUNCHER

Base damage: 30

Armor penetration: 0%

Area damage: 30

Area damage armor penetration: 35%

POWER ARMOR LASER MACHINE GUN

Base damage: 15

Armor penetration: 30%

UAV FLYING DRONE

Health: 250

Armor: 0

Primary weapons: Laser (special)

The UAV flying drone is a prototype defensive weapon developed by the Armacham Technology Corporation. It's fairly weak, and its unique laser gun isn't too devastating. The drones are quick moving, though, and can fire quickly. What's most worrisome, though, is that they tend to attack in groups of two or three. This can make them more difficult if you don't take them out quickly, because the damage adds up. When facing flying drones, activate SlowMo and hammer on them with an assault rifle. It's a basic tactic, but they don't have armor and can get out of close range quickly, make the assault rifle the ideal weapon against them.



UAV FLYING DRONE LASER GUN

Base damage: 10

Armor penetration: 30%

OTHER ENEMIES ATC SECURITY



Health: 100

Armor: 40

Primary weapons: RPL submachine gun, G2A2 assault rifle, VK-12 combat shotgun, N6A3 fragmentation grenade

Armacham Technology Corporation security forces provide in-house muscle for ATC, but they are easier opponents than Replica soldiers. Because they aren't genetically engineered for combat, they tend to have slightly worse aim, as well as fewer hit points and less armor. They also don't execute their tactics quite as well, though they do take cover and try to flank you.

ATC security guards, or "goons" as Better calls them, carry most standard weapon types, though occasionally they are equipped with ASP rifles for sniping or a Penetrator. Fight them as you would Replica soldiers.

NIGHTMARES

Health: 35

Armor: 0

Primary weapons: Special



You typically encounter Nightmares only in your visions. Even there, though, they can hurt you. These are not to be confused with the Nightmares of characters you may encounter. These Nightmares are legless floating creatures with glowing eyes that

materialize out of thin air and sail quickly at you. If they touch you, they do a small amount of damage and vanish. When you face many Nightmares, though, the damage adds up quickly and can kill you.

Nightmares are weak and can be destroyed with a single shot from any weapon. Because they move so quickly, though, it's best to use weapons with a fast rate of fire. Pistols are excellent, and submachine guns are even better. When you see the telltale cloud of a Nightmare appearing, quickly fire at the point where it's materializing to destroy it as it appears.

NIGHTMARE ATTACK

Base damage: 40

Armor penetration: 0%

TURRETS

Health: 500

Armor: 0

Primary weapons: Turret

ATC employs security turrets in its offices and other structures to protect its assets. Turrets can do a great deal of damage quickly, and lock-on to targets, relentlessly firing until it's time to reload. When a turret has locked-on to you, find cover. Wait until it stops firing, then use SlowMo and attack.

Type-7 particle weapons are good against turrets. Or hit it with a remote bomb, which will stick to the turret, allowing you to remotely detonate it from safety. Alternately, you can run right underneath it, where it has difficulty targeting you, and blast it with a shotgun. This is advised only in situations where other options aren't available, or when you can get underneath before it can target you, because getting to the turret requires you to run through its line of fire.



INCEPTION: POINT OF ORIGIN

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: A high level alert has been issued.
MISSION: F.E.A.R. Team is to report for emergency briefing on the situation. You have just been transferred to the unit as point man. This will be your first assignment with F.E.A.R.

This is your first assignment with the F.E.A.R. Team, and it's a fairly easy one. You won't encounter any enemies this time out, at least not any you can fight. This mission introduces you to the basics of moving around the environment, as well as showing you how to use the tools at your disposal.

This mission also introduces you to the handiwork of Paxton Fettel, who becomes your primary target for much of the game. Fettel is a monster, a psychic psychopath with an army of cloned soldiers at his command. Fettel's army is the result of a project conducted by the Armacham Corporation: an attempt to create a super soldier who could be controlled by one psychic source. It's unclear whether Fettel has gone rogue, or what his reasons are for his monstrous acts. For now, all you know is that you must find him and stop him.



The briefing introduces you to Paxton Fettel, the monster you track for much of the game.

Thanks to a tracking device planted on Fettel, F.E.A.R. has tracked him to an abandoned building in Auburn. Your first assignment is to search the building, find him, and gather any information you can about his latest victim.

Bettors drives you to the abandoned building to which Fettel was tracked, and you step out of the vehicle. You're armed with a single AT-14 pistol and an RPL submachine gun. Select either, and proceed down the alley.



Bettors drives you to the abandoned building.

Turn right at the end of the alley. The fence ahead is boarded up. You are prompted to shoot the boards to clear them away, but smash boards, or any other obstacle, with your melee attack. Approach the fence and use your melee attack to destroy the boards preventing access to the yard beyond.



Smash the boards with your melee attack.

TIP

AMMUNITION CAN BECOME SCARCE IN LATER MISSIONS, SO NEVER WASTE IT BY SHOOTING GRATES OR BOARDS THAT BLOCK YOUR WAY. INSTEAD, SMASH OBSTACLES WITH YOUR FISTS OR YOUR EQUIPPED WEAPON. YOU'LL THANK YOURSELF LATER WHEN YOU DON'T RUN OUT OF AMMO IN THE MIDDLE OF A TOUGH FIREFIGHT.

Enter the yard and turn left. Move forward through the yard, and continue forward. Ignore the boarded door to the right—there's no way to open it. Move toward the far fence, turn right at the burning barrel, and go through the door.



Move through the courtyard and enter the building through the door near the burning barrel.

Move through the hall until you come to a dark room. You are prompted to turn on your flashlight. Do so, then move around the shelves to the next door. Open the door and move into the next room. Turn your flashlight off after you exit the dark storage room.



Practice using your flashlight in the dark storage room.

This large room contains a stairway, double doors, and two open doors near the stairs. Approach the double doors to speak with Jankowski, who is on the other side. The doors are boarded up, so you need to find another way to reach him.



Approach the double doors and speak with Jankowski.

OBJECTIVE: RENDEZVOUS WITH JANKOWSKI

Before proceeding upstairs, enter the storage room to the right of the steps. There is a Health Booster on a table at the back of the room. Grab the booster. There is another room adjacent to this, but it has nothing of interest. Return to the lobby, climb the stairs, and open the double doors.

HEALTH BOOSTER



After speaking with Jankowski, go through the door to the right of the stairs.



Walk to the back of the storage room. A Health Booster is on the table.

TIP

THERE ARE TWO TYPES OF BOOSTERS: REFLEX BOOSTERS AND HEALTH BOOSTERS. REFLEX BOOSTERS INCREASE THE AMOUNT OF POWER AVAILABLE FOR YOUR SLOWMO ABILITY, WHILE HEALTH BOOSTERS INCREASE YOUR MAXIMUM HEALTH (AS WELL AS HEALING YOU COMPLETELY). FIND THESE—THEY ADD UP AND MAKE A DIFFERENCE BY THE GAME'S END.

The double doors lead to a hall. Another set of doors across the hall are locked. Turn left and proceed to the hall's end.

A low table blocks the next section of the hall. Approach the table and jump over it.



Jump over the table in the hall.

Approach the corner ahead. As you do, you hear a chilling giggle, an apparition moves toward you, tiles begin popping off the wall, and you are confronted by the horrible vision of Fettel's latest victim, his face chewed away.



Your first encounter with the paranormal is followed by a vision of Fettel's most recent victim.



NOTE

YOUR ENCOUNTERS WITH THE SUPERNATURAL ARE UNSETTLING, BUT, IN THE FIRST FEW MISSIONS, THEY ARE HARMLESS.

Continue down the hall and through the door. Another apparition manifests in the room ahead. These figures are harmless. Firing at them will drive them away, but there's no need to waste the ammunition. Approach the boarded door and crouch to move through.



A figure appears in the next room.

FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE

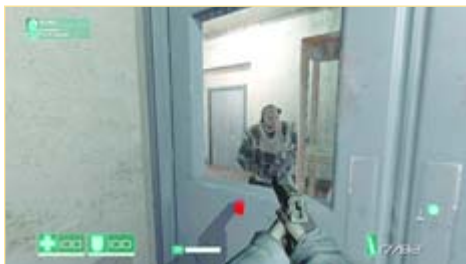
In the next room, you hear a sinister voice asking, "Why did you bring me here? Why did you bring me back?" The source is as unclear as its meaning. Perhaps the next room will provide some answers. Turn right and proceed to the hall's end. The door slams in your face. Open the door and step through.

You encounter more creepiness in the next room: babies crying, items being knocked off shelves. As you move through the room, notice the surroundings. It is a hospital. Walk to the locked door ahead. Shoot the lock to open the door.



Shoot the lock, then open the door.

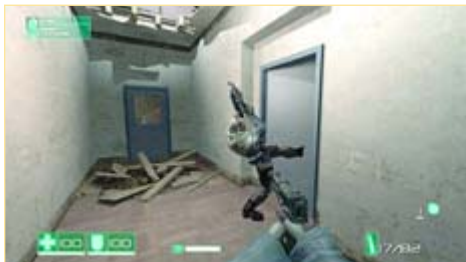
Move up the stairs to the double doors. Jankowski appears and moves aside the shelves blocking the way. Open the doors to meet up with Jankowski.



When you find Jankowski, it's time to track down Fettel.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

The tracking device shows that Fettel is close. Jankowski counts off, then kicks open the door. When he steps through, something strange happens.



According to the tracking device, Fettel is beyond this door.

VISION

BRIEFING DATA
VOICE MAIL VISION



As you follow Jankowski through the door, something strange happens.

Everything slows down. Jankowski fades into a cloud of some black flaky substance. It looks like ash. Your peripheral vision is blurred and the sinister voice is back. "You were born here," it tells you. "I was there."

As you progress through the game, visions such as this are triggered. You have no control over when or why they appear, though their meaning will slowly become apparent. Move through the hall until you see Fettel's victim. Approach the corpse, and things return to normal.



Approach Fettel's victim to end the vision.

Fettel is gone, and his victim is dead. "Just leftovers," as Jankowski puts it. He calls for Jin Sun-Kwon to come look at the body and tells you to search the area for Fettel. He's around here somewhere.

You're too late to catch Fettel in the act, but he's in the vicinity.





OBJECTIVE: SEARCH THE AREA

You need to find Fettel before he escapes. Move through the door, turn left, and run up the stairs. At the top of the stairs is a door, slightly ajar. You may catch a glimpse of Fettel through the door, but when you open it, he's not there.



You catch a glimpse of Fettel through the door, but it's another apparition.

Follow the roof around to the left. Open the door ahead, then move through the windowed hall to the next section of roof. It is empty. There's a gap between the equipment units. Move through these to search the other side.



The roof is a dead end, but Fettel is around here somewhere.

As you move forward, Fettel appears. He smashes your face, but otherwise doesn't harm you. As he speaks, you may recognize his voice; it's the same voice you've been hearing in your head. Fettel tells you that his victim's name was Charles Habegger. Is that name supposed to mean something to you? Fettel knows you. "He deserved to die," he says. "They all deserve to die." And then he's gone.



Fettel attacks you, but doesn't kill you. Instead, he talks to you, as if he knows you.

OBJECTIVE: REJOIN YOUR TEAM

You wake up to the sounds of the F.E.A.R. Team being called to investigate a situation down at the harbor. Fettel's army of Replicas has been spotted. It's time to get downstairs and rejoin your teammates.



Two helicopters are approaching to pick you up and transport you to the harbor.

Follow the same path back: Through the windowed hall, across the roof, and down the stairs. As you return, you overhear Jankowski and Jin discussing you. Stop on the steps to hear the conversation. Jankowski has some uneasy feelings about you. Jin thinks you're cute. Enter the room to rejoin them. You are automatically taken to the helicopters waiting to transport you to the harbor.



Return downstairs and meet with the team.



After meeting with Jankowski, you board the helicopter that takes you to your first encounter with Fettel's army.

INITIATION: FIRST ENCOUNTER

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Fettel's tracking signal was lost in Auburn. The body of an unidentified male was found there. Hannibal-3 spy satellite shows a Replica force at South River Wastewater Treatment Plant.

MISSION: F.E.A.R. operatives will join SFOD-D to recon the area. F.E.A.R. technical officer, Jin Sun-Kwon, will stay in Auburn.

After your strange encounter with Paxton Fettel on the abandoned building's roof, you may be tempted to side with Jankowski's assessment that there's something "off" about you. Fettel fled the scene after your conversation, and F.E.A.R. has lost his tracking signal. Finding him will have to wait. A more pressing situation has arisen: Some of the Replica soldiers have been spotted near the South River Wastewater Treatment Plant at the harbor.

It's unclear why a cloned army controlled by a psychotic super-psychic is concerning itself with wastewater. You, along with a Special Forces Operational Detachment-Delta team, are being sent to investigate. Jankowski is leading another SFOD-D team to the area.

You have orders not to engage the Replicas until you know they are hostile. For now, this is a recon mission.



In transit to the South River Wastewater Treatment Plant

OBJECTIVE: SEARCH THE AREA FOR SIGNS OF ENEMY SOLDIERS

The helicopters drop you and the SFOD-D team outside the wastewater treatment plant in the harbor. You rappel in automatically, and touch down in a large yard filled with cargo containers. You don't even have a chance to get into position before the SFOD-D team starts barking orders at you.



You rappel into the yard, where the SFOD-D team sets up outside a locked gate.

The SFOD-D boys don't seem particularly impressed by you or your F.E.A.R. credentials. Mocking you as a "specialist," the SFOD-D leader sends you on a simple, but demeaning, errand: Find the gate controls and open the gate for them.

OBJECTIVE: FIND THE GATE CONTROLS AND OPEN THE GATE

Move forward toward the closed gate, then turn right past the cargo crates at the end. Move between the gate and the crates. You come to a small warehouse with a partially open door. Crouch and move under the door to enter the warehouse. On a crate near the back is a Reflex Booster. Grab it. Look up. There is a small walkway above. That's where you're headed, but you can't get there from inside.

REFLEX BOOSTER



Crouch under the door and enter the warehouse.



Inside is a Reflex Booster on a crate.

Crouch under the door and exit the warehouse. Turn left and turn the corner. Climb up the stairs and go through the door. Move forward along the walkway, and continue through the next room and the hall beyond.

INITIATION: FIRST ENCOUNTER

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Climb the stairs and enter the warehouse's upper floors.

You come to a room with the gate controls, and a murdered employee on the floor. Looks like the Replica soldiers are here alright. Use the controls to open the gate. The SFOD-D soldiers move through the gate below and assume positions among the cargo crates. The leader congratulates you on your excellent gate-opening skills and orders you back to their position.



Use the controls to open the gate below.

OBJECTIVE: REJOIN SFOD-D TEAM

As you move through the warehouse to the storage yard, you hear sounds of confusion and anguish coming over the comm from the SFOD-D team. Return to the stairs and go down to see what happened: The whole team is wiped out. All that remains is a grisly pile of gristle. Gate-opening duty wasn't such a bad gig after all.

There's nowhere to go but forward. Walk through the gate.



You hurry through the warehouse to reach the SFOD-D team, but there's no way to save them.



VISION

■ BRIEFING DATA
■ VOICE MAIL VISION



The SFOD-D team was massacred when they stepped through the gate.

As you move through the gate, a vision is triggered. Your perspective changes and you see what transpired here. The SFOD-D team members entered the gate, only to be attacked by what appears to be a young girl, surrounded in flames. As she approached, they fell dead, without a chance of defending themselves.



Here comes trouble!

OBJECTIVE: RENDEZVOUS WITH JANKOWSKI'S TEAM

When the vision subsides, move forward through the yard toward the Blacksand Imports building. Continue into the yard next to the Blacksand building and approach the fence on the far side. Near the fence, to your right, is a door. Open the door and enter the locker room.



Proceed through the yard and through the door into the Blacksand Imports building.

Inside the locker room, a dying employee mumbles that the Replicas entered the building and "started shooting;" then he expires. You have confirmation that the Replicas are a hostile force. You don't have time to wonder where they may have gone. You hear a crackling voice spouting military speak over what sounds like a walkie-talkie. And it's coming from the next room.



The Replicas are hostile, and they are close.

Walk down the hall and stop near the door. Lean into the doorway. In the large room ahead is a Replica finishing off another employee. Either aim at his head and take him down, or use your melee attacks to kill him.

You hear the alarmed report of another Replica in the room. Move in and take aim at the yellow barrel near the warehouse door. When the Replica moves toward the barrel, fire. The barrel explodes, taking the Replica with it.

The first Replica doesn't see you. Take him out with a quick headshot before he has a chance to react.



Another Replica is in the warehouse. Fire at the yellow barrel when he moves toward it. The barrel explodes, taking the Replica with it.



Move forward down the hall, past the shipping and receiving office (there's nothing of interest inside), until you reach the room at the far end. As you pass the open area in the hall, the body of a freshly killed employee tumbles from above. Don't worry—the building is empty now, and you won't encounter any more Replicas for the moment.



Ignore the falling body—there are no more Replicas in the building.

Grab the med kit from the room at the hall's end, then turn right and move to the stairs. You pass a pair of double doors as you approach the stairs. These lead to a small yard, which dead-ends at a fence. You need to find a way over that fence, but you won't find it here. Return to the building and climb the stairs.

Follow the balcony around and enter the office to grab a second med kit. Follow the hall until you come to a boarded-up window. Smash or shoot the boards away. Crouch and move through the window onto the ledge outside. Turn right, and walk along the ledge until you reach the yard on the far side of the fence below. Drop into the yard.



Smash the boards and crawl through the window onto the ledge outside. Walk along the ledge and drop into the yard on the fence's far side.



Open the door and proceed down the hall to the next warehouse. Move into the warehouse, but stay behind the large stack of boxes. You hear a Replica talking on his comm inside the room nearby. He is advising his teammates that Echo Team Six is not responding. You're about to show him why.

Sneak up behind him and take him out with a melee attack.



Sneak up behind the Replica and take him out with a melee attack.

What happens next depends on the timing of the nearby Replicas' patrol paths. Most likely, one of the patrolling Replicas spots his fallen comrade and crouches under the warehouse door to investigate. Hit him with a head or leg shot as he moves under the door.



If any Replicas spot their fallen teammate, you need to make a stand in the warehouse.

The gunfire attracts more Replicas outside the room. They enter through a door to the right of the warehouse door. Aim at the power box near the warehouse door, then fire at it when any enemies approach it. It explodes, taking them out. Wait in the warehouse for any more approaching enemies. It's as good a place as any to fight, and better than the small adjacent office where you're headed next, because you have more room to move and more places to take cover.

INITIATION: FIRST ENCOUNTER

PRIMAGAMES.COM



Shoot the power box on the wall to take out any nearby enemies.

Move toward the warehouse door, but not under it, and turn right. Go through the door into the office. If you did not fight any other Replicas in the warehouse, you may get into a large firefight in this area. Be careful—they come from the warehouse and from the yard, pinning you in this tiny room. If you get attacked in here, clear a path in either direction and take the fight into the yard or the warehouse.



Do not get flanked in the office. If you're attacked, move into the yard or back to the warehouse.

Grab the AT-14 pistol from the office desk. Now you have two. They are decent weapons against these weaker Replicas if you run out of submachine gun ammo. Exit the office into the yard. There aren't many Replicas left in the yard, but be alert nonetheless. Most likely at least one remains, near the loading ramp on the far side or among the nearby crates. Proceed cautiously and take him out when he's visible.



Proceed cautiously through the yard and take out any remaining Replicas.

When the coast is clear, run up the loading ramp and through the door. Move around the boxes and through the door. Continue down the hall and into another large warehouse. As you enter, there is a strange flash of energy and a box falls mysteriously to the floor. Otherwise, the room is safe.



A strange flash of energy appears in the warehouse.

There are three large shelving units. Walk between the first two and jump up on the small crates. Jump to the nearest unit's middle shelf. Look on a nearby crate to find a Health Booster.

HEALTH BOOSTER



Enter the warehouse and walk down the aisle between the first two shelves.



Jump up the crates and onto the middle shelf.



A Health Booster is on a crate.

Jump down and go through the door to the short corridor. Proceed slowly, and stop in the next doorway. Replicas occupy the next room. Take out the nearest enemy, who's talking on his comm with his back to the door. Hit him with a headshot, activate your SlowMo, and enter the room.



Take out the first Replica before he sees you, then enter the room with guns blazing.

Turn left and fire at the next visible Replica. Hit his legs or his head to take him down, then turn right. Another Replica is in the small office nearby. Get him as he jumps through the window, or toss a grenade into the room to flush him out.



A third Replica attacks from the small office nearby.

The fighting may attract more Replicas. If so, take cover and wait for them to enter the room. Use a power box on the wall to take out any enemies who approach.

When the fighting subsides, enter both of the offices to grab the equipment inside. One has a med kit attached to the wall, the other contains body armor, a med kit (in a locker), and two N6A3 fragmentation grenades. Grab everything, then move down the hall past the vending machines into the next warehouse.



Search the offices for equipment, including these grenades.

Depending on how many Replicas you fought in the previous room, you may or may not encounter resistance in the next storage area. Stay alert as you enter. Most likely, the Replicas are moving behind the cargo on the room's far side, and you should be able to see their heads. If so, activate SlowMo and get across to the cover of the cargo, firing at anyone in sight as you move.



If the next storage area is occupied, take cover among the cargo and use SlowMo.

Finish off the resident Replicas and move through the room. Head up the stairs to the second level. There is an office to your left, and another straight ahead. The office to the left is inaccessible at the moment.

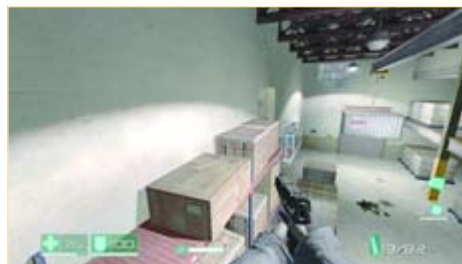
Move forward carefully; there is at least one more Replica stationed here. When you see the Replica, eliminate him. Move through the first office and into the hall.

Continue forward and turn left to enter the second office. Inside is a great deal of equipment: guns, two fragmentation grenades, body armor, and a med kit. Grab everything, then exit the office and return to the hall.



The second floor office is full of equipment.

Walk past the blocked door and onto the platform overlooking the warehouse. It seems like a dead end, but you need to find a way to the walkway on the far side. Turn left and jump onto the crates. Move forward and drop on the platform near the controls. Don't use the controls yet.



Jump across the crates to the control room.

Enter the office. There's a grenade on the nearest desk, and an AT-14 pistol on the desk blocking the door. There's also a phone with a blinking voicemail indicator. Whenever you encounter a phone with voicemail, you can use the phone to hear the messages.



When you see a phone with a blinking voicemail indicator, you can use the phone to hear the messages.



Return to the control panel. This switch activates the crane, and a large cargo container moves through the warehouse. It will make a nice bridge. Jump onto the crates and run across to the platform.



Use the controls to activate the crane.

Two Replicas emerge from a door on the warehouse's opposite side. Take them out before you attempt to cross. Getting across the crate with them firing at you is dangerous, and you can use the crates here to keep safe from their fire. Use a grenade to flush them out if you need to, and, as a last resort, you can activate SlowMo and take them out as you run across the crate to the other side.

INITIATION: FIRST ENCOUNTER

PRIMAGAMES.COM



Two Replicas attack after you move the crate into position. Take them out before you cross.



When the coast is clear, jump onto the crate and move to the walkway on the warehouse's other side.

Jump onto the crate and cross to the walkway on the warehouse's opposite side. Go through the door. The hall here splits to the left and right. To the right is a med kit on a shelf. To the left are several guns and some body armor in an office. The two halls meet near a closed door.

Ready your best weapon and move through the door. It leads to an elevated platform above a small warehouse. Below, several Replicas enter the room, looking for you. Activate SlowMo and toss a grenade down on them before they notice you, or hit them with headshots before they can get to cover.



Get the Replicas below with headshots or a grenade before they can get to cover.

Move across the walkway and through the door on the other side. The stairs here lead down to the warehouse, so be prepared to fight the remaining Replicas. Activate SlowMo as you approach the bottom of the stairs, then step into the warehouse, eliminating any enemies who remain standing. Gather the ammunition, then duck under the warehouse door and into the yard.

The next section is your toughest fight so far. The yard is occupied by a large force of Replicas, and there isn't one particularly good place to make a stand.



As you enter the yard, be prepared for your toughest battle yet.

Move around the cargo crates and take cover behind the trash

bin. Listen for the approach of the Replica soldiers. There are six Replicas in this squad. The yard ahead is a large open area. Don't rush in yet, or the Replicas will outnumber and flank you.

Move past the trash bin and wait near the wall for at least one of the Replicas to come into view. When you see one, lean around the wall and take him out.



Take cover at the wall and wait for the first Replica to come into view.

Move toward the yard. Activate SlowMo as you enter, and turn right, taking out any Replicas in the open. As you fire, move toward the cargo containers on the yard's far side.

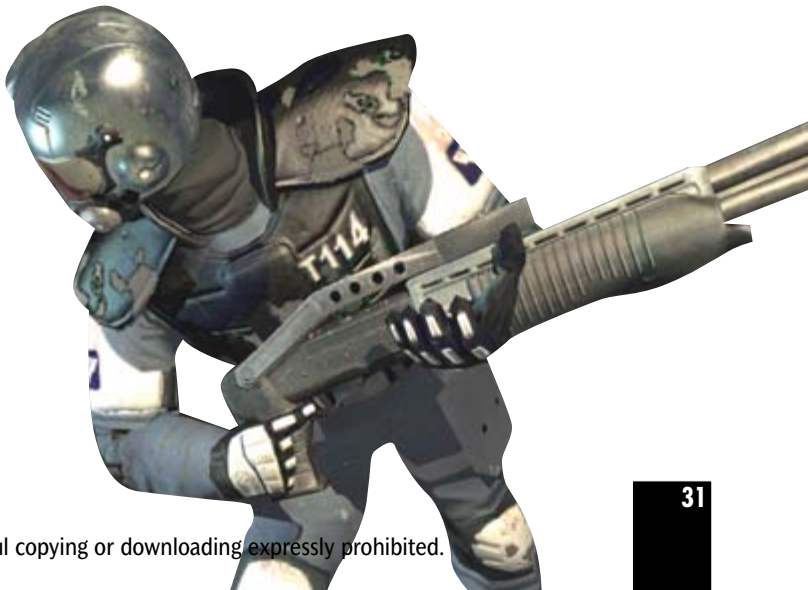
Listen for the footsteps of approaching Replicas, then take them out when they become visible. These are still lower-level soldiers, so leg shots are an effective way to cripple them before finishing them off. Keep moving to avoid being flanked, but stay covered behind the crates until you can kill all six of the Replicas in this team.



Use SlowMo as you move through the yard, taking out any Replicas in the open as you run by. Then take cover near the cargo containers and lure them to you.



When the yard is clear, move around to the far side of the building. Head down the ramp and enter the building. Proceed into the hall.



FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE



VISION

BRIEFING DATA
VOICE MAIL VISION



Another strange vision occurs as you enter the building.

As you move forward, you see someone, or something, shuffling ahead of you. It looks like Jankowski. As you approach, it vanishes in a cloud of ash. It's hard to tell what's real here. Keep moving forward. Another figure appears ahead, only to disappear as you approach. It looks like Jankowski. You hear a voice. "Is someone there?" it asks. Another voice, this time that of a little girl, beckons you forward.

The apparition vanishes in a room with a blood-covered floor, and things return to normal.

Turn around when the vision subsides. Enter the hall and follow it past the numerous crates lining the sides. At the end is a Health Booster.

HEALTH BOOSTER



When the vision ends, turn around and follow the narrow hall.



Find a Health Booster sitting on a crate at the hall's end.

Return to the room where the vision ended. Go through the doorway into the large storage room, and head up the stairs and into the office. It seems to be a dead end, but a window overlooks another hall. Jump through the window.



The upstairs office leads to this window. Jump through to the room below.

When you land, everything slows down. The little girl, the one who attacked the SFOD-D team, appears at the end of the hall, moving toward you, surrounded by flame. Everything is exploding around her. Turn around and move toward the hall's opposite end.



When you see the child, turn around and move to the hall's opposite end.

You're moving slowly, as if in a dream. Keep going, though. After you reach the opposite end, you are blown through the window and knocked unconscious. There's something worse than Paxton Fettel to worry about.

ESCALATION: INFILTRATION

BRIEFING

■ BRIEFING DATA
■ VOICE MAIL VISION

SITUATION: Hannibal-3 spy satellite online. One F.E.A.R. combat operative has been found alive—remaining operative still missing. Paxton Fettel's tracking signal was detected.

MISSION: F.E.A.R. operative will attempt to eliminate Fettel. F.E.A.R. technical officer with SFOD-D will search for other F.E.A.R. operative.

Things have taken a turn for the strange. Who was that little girl? What was that little girl? She has incredibly destructive powers, but for what is she looking? And what happened to Jankowski? That apparition you saw in the warehouse looked like him.

Technical officer Jin Sun-Kwon is going to search for Jankowski. Your primary target is still Paxton Fettel, and his tracking signal has been picked up again. He's here in the wastewater treatment plant. You need to find him before he strikes again. Hopefully, apprehending him will provide some answers to the increasingly bizarre questions being raised.

Get up and dust yourself off. This is shaping up to be a long first day on the job.



You wake up outside the warehouse, unharmed.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

After you're back on your feet, get moving again. Turn around and look at the burning warehouse if you want to reassure yourself that it wasn't just a bad dream, then move down the alley. Turn right and head down the stairs to enter the wastewater treatment plant.



When you're back on your feet, head down the alley and enter the wastewater treatment plant.

You have a fair amount of time before you encounter any resistance in this mission, so proceed hastily through the first portion.

The first thing you see upon opening the door is a small pile of dead employees. Moving down the hall, and grab the med kit from the shelf in the next room. Head up the stairs, past the machinery, and out the door on the other side of the stairs.



The first portion of this mission is Replica-free, so you can move through the treatment plant without fear of attack.

As you move, you hear interesting information on the comm. A large number of forces are being redirected from the harbor to Armacham headquarters, where something big is going down. There's little doubt it's related to your current assignment, and even less that you'll end up there yourself. For now, though, you need to find Fettel and, according to F.E.A.R.'s tracking signal, he's nearby.

The hall leads to an outdoor area, where a metal walkway provides access over a huge metal tank in the center. Move across the walkway, turn left, and enter the control room.



Walk across the walkway and enter the control room to the left.

The switch in this room adjusts the walkway's position, allowing you to cross to the access shaft on the other side. Flip the switch. The walkway moves. Before exiting the room, use the phone to listen to the voicemail.

VOICE MAIL

■ BRIEFING DATA
■ VOICE MAIL VISION

You have one new message.

"Mike, what the hell's going on over there? It sounded like an explosion. I can't get through to anybody. Call me back." End of messages.

FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE



The switch in the control room adjusts the walkway's position.

Exit the control room. Before crossing the tank, drop into the recessed area surrounding the tank, and search the crates on the far side. Among the crates is a Reflex Booster. Use it, then climb the stairs back to the platform.

REFLEX BOOSTER



Before crossing the walkway, drop into the recessed area.

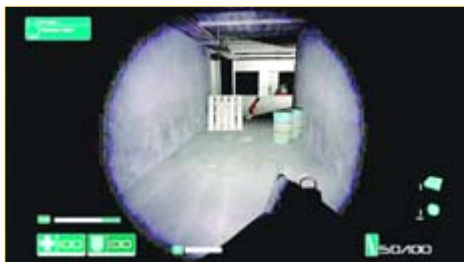


Search the crates near the tank to find a Reflex Booster.



Walk across the walkway to the far platform and climb down the ladder.

Cross the walkway, and climb down the ladders to the treatment plant's lower area. Follow the passage around to a small set of steps leading to a dark tunnel. To the left is a dead end, and to the right several rats scurry your way. Turn on your flashlight and move to the right.



A familiar apparition crosses your path as you move through the dark tunnel.

As you move through the tunnel, the girl in the red dress crosses your path ahead. Who is she? And what does she want? She's gone by the time you get there. There are two alcoves on the room's far side. The left alcove is empty, but the second has a Health Booster. Move forward and grab it. You hear giggling, and as you turn around, the little girl passes by yet again.

HEALTH BOOSTER



There are two alcoves in the basement near the exit ladder.



Find a Health Booster in the alcove on the right.

It's time to get out of this basement. Leave the alcove and climb the nearby ladder to the surface.

As you emerge from the basement, you hear the familiar chatter of Replica radio. They are aware of your presence and on alert to take you down. If you need a med kit, you can find one in the muck below the walkway (and you can use the ladder to get out). Otherwise, ready your weapon and open the door.



Radio chatter alerts you to Replica soldiers stationed ahead.

One Replica patrols the walkway ahead. Lean into the room and take him down with a headshot. There's another Replica in the control room nearby. He jumps through the window after you take down his buddy. Kill him, then pick up the dropped G2A2 assault rifles.



Take out the Replicas, then grab their assault rifles.

ESCALATION: INFILTRATION

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Search the area for equipment. There's a med kit and a fragmentation grenade on the lower level, and there's body armor in the control room.

Continue along the walkway and into the hall. Two Replicas guard the next area. Use the wall for cover and lean in to take them out. If they take cover behind the crates or tanks in the room, use a grenade to flush them out.



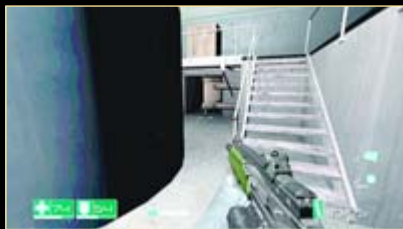
Two Replicas guard the next room.

Move into the room and down the steps into the lower area. Enter a small crawlspace here and follow the passage to its end, where you find a Reflex Booster. Grab the booster, then exit the crawlspace.

REFLEX BOOSTER



Walk down the steps to the lower area.



Turn around and enter the small passage.

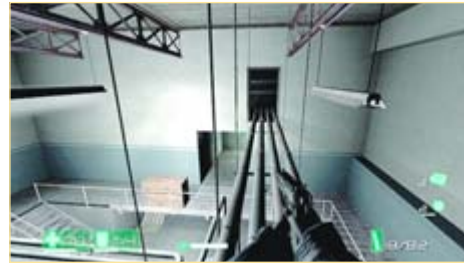


Follow the passage to the end to find a Reflex Booster.

There are two locked gates in the tank room, but only one with an accessible lock. Smash or shoot the lock open, then climb up the ladder behind it. It leads to the pipes crossing above the tanks. Walk across the pipes. Smash the grate on the opposite side and drop down.



Shoot the lock off the gate and climb the ladder behind it.



Walk across the pipes to the opposite side of the tank room.



Crouch and smash the grate, then drop into the corridor.

Move through the hall to the door. Open it, then crouch and move forward. Stay below the windows in the room ahead, because a large Replica squad is entering on the other side. The lack of communication from the other soldiers has put them on alert, so there's no getting the drop on them.

Pop up to quickly fire at anyone in sight, then get down again. Keep covered as you attack, and get as many of the Replicas as you can before leaving the safety of the windows. If they toss grenades your way, move into the corridor to avoid the blast. If any Replicas come around to your side, fire at the power box on the wall to take them out as they round the corner. Shoot the fire extinguishers on the shelves in the room's center to blast any Replicas taking cover nearby.



Stay down and use the wall below the windows for cover, then pop up to attack the Replicas as they approach.



Search the desks in the room for weapons and a med kit, then cross the walkway over the pipes, turn right, and climb the stairs into the corridor.

The office near the vending machines doesn't have equipment, so ignore it. Move down the corridor and stop at the wall at the end. To the left is a short stairway leading down into the next room. To the right is a corridor leading to the same area.

When the Replicas spot you, they split up and try to attack from both sides. Get to the corridor's center and fire at anyone you can see approaching. Keep an eye out for enemy movement, so you know from which direction they are coming.

Take out any Replicas in sight from behind the fence as they split up to flank you.



The surviving Replicas attack from both ends of the corridor, so don't let anyone sneak up behind you.



There's a med kit on the corridor's wall, hidden in a recessed area. Grab it, then move through the corridor to the office. Proceed carefully to make sure there are no Replicas left. Grab the med kit from the office. There's also an AT-14 pistol, should you need one. Move into the large room and climb the ladder to the upper walkway. Follow the walkway to the door and step through.



When the coast is clear, climb the ladder to the upper walkway.

The next corridor ends at a blocked door. Turn left and grab the equipment. There are a couple of assault rifles leaning against a crate, some body armor, and a med kit attached to the wall. When you've stocked up, enter the nearby office.

There's a laptop on the desk. Use it to download the data. The data is then sent to Rowdy Betters, who tells you about any relevant findings.



Like voicemail, laptops can be used to find interesting information related to the mission.

DATA

BRIEFING DATA
VOICE MAIL VISION

The data's uploading now. Interesting. I found a wastewater analysis summary addressed to an Armacham review company. According to the abstract, there's some major contamination coming from upstream. I can't imagine why Armacham would be interested unless they're responsible.

Move through the office into the storage room. Grab the med kit from the shelf, and enter the corridor. Move past the double doors and into another office. Inside are body armor and a fragmentation grenade. Exit the office and return to the double doors.

Crouch and open the doors. Get to the crates ahead for cover. The yard is filled with Replicas.



Get to the cover of the crates when you enter the yard, then fight the first group of Replicas from that position.



Lean around the crates and take out the closest Replica with a headshot. Two more hide nearby, behind cover next to the small office in the yard's center. Use a grenade to flush them out, then hit them as they move.

More Replicas enter the yard from a door on the far side. Stay covered and keep moving so they can't flank you. If you need help during this fight, pick up an assault rifle and some body armor near the crates behind the office. The office (which you can access through the front door or by jumping up the crates behind it) contains a submachine gun, body armor, and a med kit.

ESCALATION: INFILTRATION

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If you're severely hurt, search the office and the crates behind it for a med kit and some body armor.

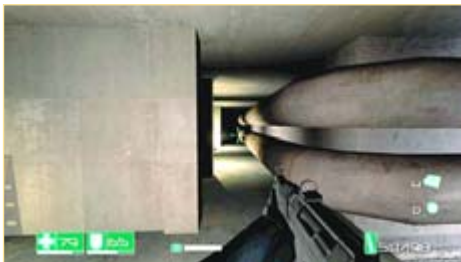
When the yard is clear, grab any equipment remaining in and near the office, then walk up the ramp and through the open door.

Follow the corridor around until you reach a room filled with water. Jump over the railing and into the water, then climb up the ladder in the center of the room to the walkway. As you climb up, you see your young friend scurry by the window. Walk up the steps to the walkway and out of the room.



Jump into the water and climb up the ladder in the room's center.

Follow the corridor around to a small stairway. Search the alcove on the stairs for a med kit, and continue up. Follow the pipes down the lengthy corridor until you reach the room where you saw the girl. She appears as a shadow on the wall, accompanied by sinister giggling. As you approach, she disappears.



Follow the pipes, then climb down the ladder.



Move around the equipment, following the girl. She is gone. The only thing behind the equipment is an open grate, overlooking a flooded chamber. Drop into the water.



Follow the little girl's shadow to the grate, then drop into the water.



VISION

BRIEFING DATA
VOICE MAIL VISION



You are in a very scary hospital.

When you hit the water, your environment changes. You are in a hospital corridor. The corridor is flooded with blood. You can see through the windows at the far end: A doctor is working on someone in an operating room. Move toward the doors. As you approach, a skeleton emerges from the water and attacks, and the vision ends.

ESCALATION: HEAVY RESISTANCE

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative has engaged a second Replica company. SFOD-D teams are preparing to assault Armacham. The body found in Auburn was identified as Charles Habegger, an Armacham researcher.

MISSION: Primary objective is to eliminate Paxton Fettel and then determine enemy objectives.

The situation is getting more and more bizarre. Fettel is still on the loose, Jankowski is still missing in action (despite the fact that you keep seeing him), and you're having strange visions of a hospital corridor. These things must be related, but just how they are related is a long way from clear.

Why didn't Fettel kill you on the roof? Why is he communicating with you? As for your official mission, you still don't know why the Replica army is rampaging through a wastewater treatment plant. At least you know that Fettel's first victim was an Armacham employee, which seems to indicate that there's some method in all this madness. The questions keep stacking up. And if you don't find Fettel soon, so will the bodies.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

A ladder rises out of the water, but it only leads to a blocked door. You need to find another way out of the flooded chamber. There's a crawspace just above the water line. Crouch down and move into it.



Enter the crawspace to get out of the flooded chamber.

As you move, you hear Jin and Betters talking on the comm. She found some human remains, but Betters says Jankowski's life signs are still readable but are "unusual." Jankowski is not your primary concern at the moment—you need to find Fettel.

Move through the crawspace. You emerge under a grate. There's an exit ahead. Before climbing out, move down the small passage to your right to find a med kit. Now move to the opening in the grate, stand up, and jump onto the pipes to exit.



Grab the med kit from the crawspace, then jump up the pipes to exit.

Move cautiously around the corner. You see the silhouette of a Replica soldier in the room ahead. Sneak up behind him and hit him with a melee attack. Grab the fragmentation grenades from the desk and the med kit from the shelf.



Sneak up behind the Replica and take him down with a melee attack.

Exit the office and continue down the hall. There is a walkway over some water ahead. As you approach, you hear a voice say "she's afraid of you." Presumably, he's talking about that little girl. Buddy, the feeling is mutual. Speaking of being afraid, turn to your right to see the source of the voice: Jankowski, or some strange version of him. He immediately vanishes in a cloud of ash.

Go through the doorway and follow the hall down to the control room. Inside the room you find some body armor and a med kit.



An apparition of Jankowski appears near the water. Go through the door behind him to find some body armor and a med kit.

To reach the next area, either move back and cross over the water, or go through the hall leading out of the small control room. Either way, you end up in a spacious room occupied by a fairly large squad of Replicas. Either route is fine, but using the bridge over the water allows you a bit more wall cover at the beginning of the fight.

As you approach the squad, you hear them moving into position. If you're quick enough, you can pick off one or two of the Replicas as they move over an elevated walkway.

ESCALATION: HEAVY RESISTANCE

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The Replicas are moving into attack position as you approach. Act quickly and you can get one or two of them on the walkway.

Take cover behind the crates, and attack the remaining Replicas. There are several explosive barrels in the room, so fire at those if any Replicas move near them. More Replicas enter the room through the door on the upper level, so try to hit them with a grenade as they appear. Otherwise, stay covered and take them out as they move toward you.



More Replicas enter the room through a door on the upper level.

When the room is secured, search for equipment. There are three med kits here. One is on the lowest level, sitting on a control console. Another is on the far left side sitting on a tool box near an explosive barrel. The third med kit is on the wall in the upstairs office. There's also an assault rifle, a few grenades, some body armor, and a phone with voicemail in the upstairs office. Grab the equipment, then use the phone to hear the voicemail.



The upstairs office contains grenades, body armor, some weapons, and a med kit on the wall near the door.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message.
Hey man, I heard something crazy is happening over there. You all right? Let me know. We're still on for Friday, right? Call me back, bro. I hope you're all right.
End of messages.

Exit the office and go through the door ahead. The corridor turns left and leads to a shelf with some equipment: body armor, a med kit, and an assault rifle. Take anything you need, and move to the nearby door leading outside.

Move through the door and immediately take cover against the large structure just ahead. This yard is crawling with Replicas, and it's very easy to get flanked in the maze of stairs and passages leading to the catwalks. Fight from the safety of the structure for a little while, but eventually you need to move down to the ground to engage the remaining soldiers.



When you step out on the catwalks, first move to the left and take out any Replicas you see on the ground. Then move right and take out the approaching Replicas.



CAUTION

WATCH YOUR BACK AS YOU FIGHT FROM THE CATWALK. THERE'S A STAIRWAY BEHIND YOU, AND THE ENEMY WILL TRY TO SNEAK UP ON YOU.

Cautiously move down for the catwalk, and listen for enemy noise to get a good idea where they are positioned. Use SlowMo to get an advantage, and don't stop moving or watching your surroundings. It's very easy to get flanked here. When the first section of the yard is secure, wait for your SlowMo to recharge and pick up any weapons you may have missed. Find a med kit on a toolbox on the second catwalk.



When the coast is clear, climb the steps to the second catwalk and cautiously move around the building.

The next yard is smaller but just as well guarded. As you enter, use the wall for cover and toss a grenade down to the ground level to take out any Replicas you see. Activate SlowMo and charge into the area. There aren't many good places for cover, so aim well and take out anyone you see with headshots while SlowMo is activated.

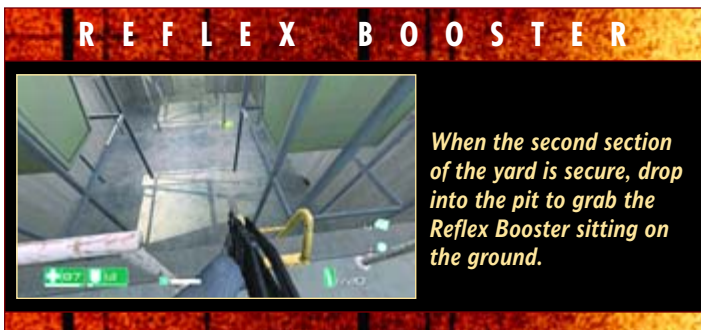
If necessary, drop down in the pit in the middle of the yard and run through the underground tunnel to allow your SlowMo to recharge. You can also find a Reflex Booster on the ground in the central pit.



The second area of the yard is well guarded and doesn't provide as many good cover locations. Use SlowMo and try to eliminate every Replica quickly.



Turn the valve to flood the room with the broken walkway.

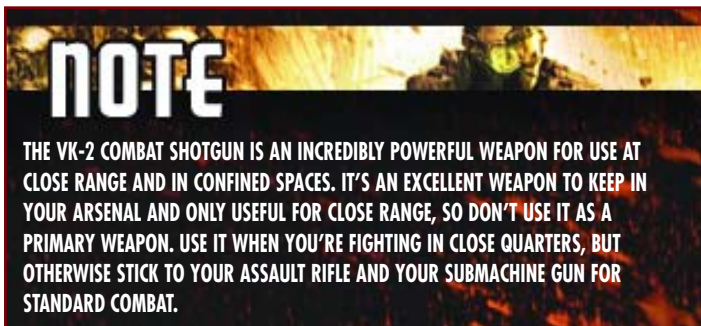


When the second section of the yard is secure, drop into the pit to grab the Reflex Booster sitting on the ground.



Return to the room and jump across the floating boxes to reach the hallway on the other side.

Before leaving the yard, search the bodies for ammunition. One of the Replicas has dropped a VK-12 combat shotgun. This is a great gun for close combat and worth taking.



NOTE
THE VK-2 COMBAT SHOTGUN IS AN INCREDIBLY POWERFUL WEAPON FOR USE AT CLOSE RANGE AND IN CONFINED SPACES. IT'S AN EXCELLENT WEAPON TO KEEP IN YOUR ARSENAL AND ONLY USEFUL FOR CLOSE RANGE, SO DON'T USE IT AS A PRIMARY WEAPON. USE IT WHEN YOU'RE FIGHTING IN CLOSE QUARTERS, BUT OTHERWISE STICK TO YOUR ASSAULT RIFLE AND YOUR SUBMACHINE GUN FOR STANDARD COMBAT.

Cross the walkway leading over the pit and go through the open door. It leads to a room with a broken walkway. There's no way across at the moment. Turn right, jump over the railing, and follow the walkway to the alcove to find some body armor.



The walkway is broken, and there's no way across at the moment.

Climb the steps to a small office. Inside you hear a radio report about the explosion at the warehouse. They attribute it to an "industrial accident." Grab the equipment in the room: some fragmentation grenades, a med kit, some body armor, and a G2A2 assault rifle.

Turn around and go through the door. It leads to the catwalk above the yard. Move forward along the catwalk and turn right. There's a valve here. Turn the valve, then move back through the office and into the room with the broken walkway.

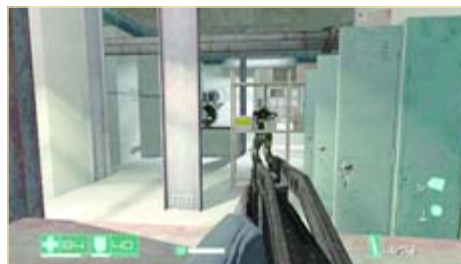
Jump across the floating crates and enter the hallway. As you turn the corner, you see three Replicas on the walkway above. Attack them immediately with the shotgun or the assault rifle. If the fight goes on too long, more Replicas enter from a nearby room. There's plenty of cover in here, so use your shotgun on anyone who gets close and switch to your assault rifle for enemies on the far side of the room.



Enter the next room and use your newly acquired shotgun to eliminate the three Replicas on the walkway.

Stairs lead up to the catwalk and a hallway leads out of this room. You find a med kit on a shelf on the catwalk, but both paths lead to the same place: a long, narrow room that is heavily guarded (less so if you attracted any Replicas in the preceding fight). Take out any Replicas in view, then grab the equipment near the lockers. Along with a med kit, find two AT-S proximity grenades. Make sure you pick up these.

Don't dally picking up the equipment, because more Replicas are entering the room. Jump over the railing, crouch, and take cover behind the half wall on the lower level. As the Replicas approach, hit them with the shotgun. Just be careful they don't hit you with any grenades.

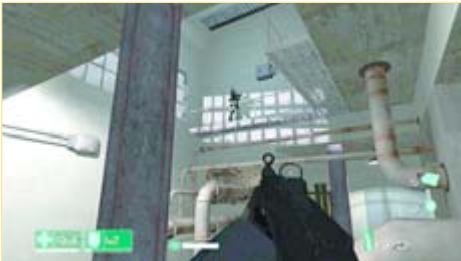


Use the half walls for cover and take out the incoming Replicas with your shotgun.

ESCALATION: HEAVY RESISTANCE

PRIMAGAMES.COM

Unless you're really hurting and need to clear the room quickly, don't use any grenades here. You'll need them in a moment. Move forward through the room and turn the corner to the right. A Replica attacks from a walkway above. Switch to the assault rifle and eliminate him, then grab the equipment (including a fragmentation grenade and body armor) from the table nearby. There's also a med kit sitting on a ledge near the entrance.



Eliminate the Replica on the catwalk and grab the body armor from the table.

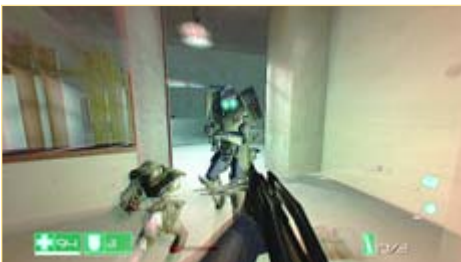
Ready your shotgun, and step across the wooden planks in the center of the room. As you approach the double doors, they burst open and you get your first sight of a Heavy Armor Replica. These are very tough opponents, and this one is accompanied by two Replica soldiers.

You have several choices here. First, you can shoot a power supply near the double doors to damage anyone nearby. Otherwise, you can back up into the previous room, dropping the proximity grenades and doing some damage to the Heavy Armor as it moves toward you.



As you cross the wooden planks, a Heavy Armor Replica bursts into the room.

Try to take out the Replica soldiers before engaging the Heavy Armor Replica, if you can. Eventually, though, you need to fight it. The best technique is to activate SlowMo and run straight at it, firing at close range right into its faceplate. A few shots from the shotgun will take it down. If it's proving too difficult, use grenades, and hit it with the assault rifle from a distance. Face shots are always your best bet with Heavy Armor, no matter what weapon you're using.



Activate SlowMo and rush the Heavy Armor, firing your shotgun repeatedly into its faceplate.

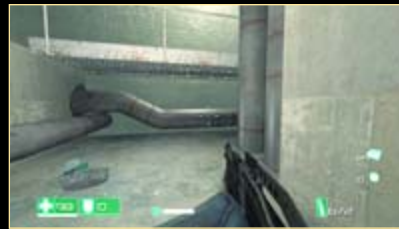
The Heavy Armor drops a 10mm HV Penetrator. Pick it up (but keep the assault rifle and the shotgun as well). It's a decent weapon against standard Replicas.

Head through the double doors and down the hallway. You see several Replicas running away, and hear a command come over the radio for them to pull back. It looks like the army is headed elsewhere. Before proceeding, look down. Under the walkway you should see a Health Booster. Head down the steps and crouch under the walkway, following it all the way around the room, to grab it.

HEALTH BOOSTER



When you first see the Replica army retreating, you are standing on a slightly elevated walkway. Look down to see a Health Booster under the walkway.



Walk down the steps and to the far end of the ground level. Crouch under the walkway.



Crawl under the walkway to find the Health Booster.

Return to the walkway, grabbing the body armor near the steps if you need it.

The Replicas in the next room aren't retreating, so quickly eliminate them. One is taking cover behind some boxes as you enter, another is on the far side of the walkway, and a third is on the upper catwalk. A leaky gas pipe on the rear wall will explode if you shoot it, but unless there's an enemy directly in front of it, it isn't much help.



As you enter the next room, take out the three Replicas and then hop the railing into the center of the room.

There's an office here, but the door is blocked. Jump over the railing, then climb the ladder. Step out onto the walkway to fill the room with water. Don't dive in just yet. Turn around and go through the door behind you. It leads to a large area, where you can find some body armor and an HV Penetrator.

Return to the valve room and jump in the water. Swim to the opening near the office and jump up. Grab the med kit and the shotgun in the office, and then climb the ladder.

FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE



Use the valve to fill the room with water, and then swim to the doorway leading to the office, where you'll find the ladder to the upper walkway.

The walkway leads to a small room. Inside is the strange glowing light. Step into the room to trigger another vision.

VISION

BRIEFING DATA
VOICE MAIL VISION



This vision illustrates your mysterious bond with Fettel.

Fettel is interrogating a man he addresses as Mr. Moody. He asks Moody, "Where is Alma?" The man is terrified but says he knows nothing. Fettel is undeterred. He says some secrets are buried deeper than others, but he knows "where to dig." Yikes. Fettel then tells him the "time for talk is done." We've seen what happens when Fettel stops talking. Thankfully, the vision ends before you have to watch.

The only door out of the room is blocked. There is, however, a grate. Crouch and smash the grate, then drop down to the floor below.



After the vision ends, smash the grate and drop down.

Follow the passageway toward the steam. As you approach the end of the crawlspace, the little girl (who must be the "Alma" about whom Fettel was demanding information), quickly crawls toward you. She vanishes in the steam before she reaches you.

Turn left at the end of the pipes, and crawl through the ducts to another grate. Smash the grate, and then drop down into the room beyond.



Alma appears in the crawlspace but vanishes in the steam.



Move through the crawlspace to the grate. Smash it and crawl through.



BRIEFING

■ BRIEFING DATA
■ VOICE MAIL VISION

SITUATION: Replica forces appear to be withdrawing from South River Wastewater Treatment Plant. Paxton Fettel has not been secured. SFOD-D has entered Armacham headquarters. Initial resistance lighter than expected.

MISSION: Primary objective remains the elimination of Paxton Fettel.

Still no Fettel, still no clear answers. An SFOD-D team has infiltrated Armacham, but hasn't encountered resistance. Jankowski is still missing, though you've seen something that looks like him several times. And that little girl is watching you. She could kill you easily, reducing you to a pile of smoldering bones as she did to the SFOD-D team. Both she and Fettel have had chances to kill you, and they haven't. What did Jankowski (or whatever that was) mean when he said, "She's afraid of you"?

For now, you must stay on Fettel's trail. The Replica army is retreating from the facility, but don't let your guard down. A small force remains behind to secure the facility, and you have tough fights ahead of you.



You begin in the hall outside the vent.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

Follow the corridor to the right and go through the door. Approach the ladder at the end of the walkway, and be prepared for a scare as you head down: Alma appears and watches you descend. Another apparition is waiting for you at the bottom. It's Paxton Fettel, and he reminds you of his motto: "They all deserve to die." He vanishes.



Alma watches you descend the ladder.

Move along the walkway and through the equipment rooms. In the second equipment room, you hear a radio discussing the explosion at the harbor. Authorities no longer think it was an industrial accident. The newscaster announces that several bodies have been found shot, but no one will comment on the incident.



This radio is tuned to a news station and provides an update on the explosion at the harbor.

Leave the equipment room. The next area features a small trench with a metal walkway bridging it. A ladder leads into the trench. Climb down and look to your right. You can see, but not access, a Health Booster. Go left to find a shotgun and some fragmentation grenades, then climb up the ladder.



Search the trench for grenades and a shotgun.



Walk across the bridge and go through the doorway to the right. Head up the stairs to the offices. There isn't much up here, apart from another harmless Alma sighting. You can grab an AT-14 pistol from the office, though, and listen to an important voicemail.

FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE



The upstairs office doesn't offer much, but you can see Alma and listen to an interesting voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Iain Hives. "Hi Bill, it's Iain Hives. Look I just got your email. I wish I could get you some more background on this, but it's strictly need to know. Hell, I don't even know what all this is for. For now, just focus on the specific contaminants in the task summary. Maybe I can fill you in a little more once we've completed the survey". End of messages.

After listening to the message, return downstairs. Follow the corridor down until you reach a large equipment room. A dark trench runs down the center. Climb down the ladder into the trench and turn on your flashlight. A small passage leads from the trench. Enter the passage to find the Health Booster you saw earlier. Near the booster is a skeleton: It looks like Alma's handiwork.

HEALTH BOOSTER



Climb the ladder into the trench.



Enter the small passage to find a Health Booster.

Climb out of the trench and enter the passage to the left. Head up the steps and turn left. A Bill Moody apparition appears ahead, accompanied by a voice that whispers, "There's something in the water." This must be related to the voicemails and computer data mentioning the contaminants, and it's related to the Replica presence at the treatment plant.



An apparition of Fettel appears.

Move to the room's end, down the stairs, and through the door. It leads to a spookily lit corridor, and the lights are failing. Walk to the corridor's end. As you approach the door, it shuts and you cannot open it. Turn around. Alma is standing at the end of the hall. Move toward her to trigger another vision.



Walk toward Alma to trigger another vision.

VISION

BRIEFING DATA
VOICE MAIL VISION



You are in the hospital corridor.

You are standing in a hospital corridor. The ceiling is covered with blood. You hear a voice saying, "Come on, make her push." Someone is giving birth. Approach the door. As you touch it, it vanishes. Turn around. A specter is floating toward you. Shoot it before it can touch you—these creatures can cause damage. Alma is standing in the blood at the corridor's end. Walk toward her and she vanishes. When you reach the exit door, the vision ends.



Turn around and fire at the specter flying toward you.

Open the door and step through. As you walk through the room, you hear a terrifying sound. It sounds like an animal. Ignore it for now, and walk to the door at the room's end. Through the door's window, you can see equipment in the next room, but the door is blocked. Turn left and move to the grate. Smash the grate and climb into the duct.



The door is blocked, but there's a smashable grate nearby.

Crawl through the duct and turn right at the end. Smash the grate here and crawl into the room. As you enter the room, Fettel appears. "Where is she?" he asks, and you get a flash of one of his cannibalized victims. It's the most recent victim, in fact, who is strapped to a chair in the middle of the room. Ready your assault rifle or shotgun and approach the body. He is not dead yet. He mumbles something about "Origin," then he expires.



Fettel's latest victim is strapped to a chair in the middle of the room. Nearby are a med kit, body armor, and an assault rifle.

Apart from general creepiness, this mission has been easy so far, but it's about to get tougher. There's no exit from this room other than the way you entered, and a small squad of Replicas are headed in on the upper level. Use grenades and headshots to eliminate them, and take cover behind the crates in the middle of the room (where there is also a med kit and an assault rifle), or behind the railing near the duct. Do not take cover near the locked exit door, because it will be blown open momentarily.



Use the railing or the crates for cover, and take out the Replicas on the upper level.

The Replicas have the high-ground advantage, so you can be in trouble if you don't use smart tactics

here. Crouch near the railing and use the pipes for cover when necessary. Activate SlowMo when advantageous. The Replicas make themselves

visible, because there aren't many places for them to take cover on the upper walkway. If you can get a grenade up there, it'll make your job easier.

When the Replicas on the upper level are defeated, the exit door blows open. The explosion makes it difficult to see as you move through the door, and two Replicas wait just on the other side. Activate SlowMo as you pass through and take them out with headshots.



When the exit door is blown open, take out the two Replicas near the door.

The fighting isn't over yet. Head into the corridor and take out the Replica at the end. Move forward and go through the door. Turn the corner. There's a med kit on a shelf in the next room. Grab it, then turn and take cover by the window.

You can see a Replica on a walkway ahead. Take him out before he sees you. This corridor is tricky, as there are numerous incoming enemies. Use the shotgun if you can.



Attack any Replicas in sight from the safety of the window.

Move down the corridor. More Replicas head in, so find a good

place to take cover and attack. Do not get too close to the leaking gas pipe. If hit, it explodes, taking out anyone in the vicinity (which is you, if you're taking cover near the crates at the hall's end).



Note the exploding valve in the corridor. If it's hit, the flame jet can do damage to anyone nearby.

Turn left and go past the small set of stairs. Don't climb them.

Instead, head around the corner to the hall. It leads to a small room with a catwalk. Climb the ladder, then follow the catwalk to the pipes at the end. Jump onto the pipes and smash the grate. Climb inside the crawlspace.

Turn on the flashlight and move through the crawlspace. You come to a second grate. Ignore it. Move forward. Past the second grate, you can jump to another crawlspace. Jump up and follow this passage around to another grate. Smash this grate and drop onto the pipes.

Move along the pipes, over the hall where you just fought the Replicas, to another crawlspace. A dead employee is inside. Near him are an HV Penetrator and remote bombs. Grab these, then jump onto the duct and climb onto the large pipe. At the pipe's end is a small alcove with a Reflex Booster. Grab the booster.

REFLEX BOOSTER



Climb the ladder, then follow the catwalk to the pipes at the end.



Jump onto the pipes, smash the grate, and enter the crawlspace.



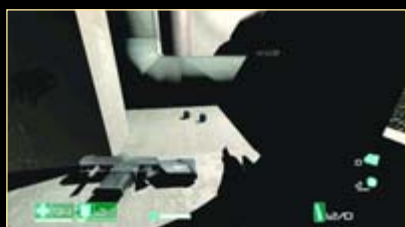
Continue past the grate and jump up to a second crawlspace beyond.



Move through the second crawlspace to a grate. Smash it and drop onto the pipes.



Follow the pipes over the hall to another duct. Enter the duct.



Grab the equipment near the dead employee, then jump onto the duct and up to a pipe.



Follow the pipe to a small alcove. It's a lengthy detour, but there's a Reflex Booster at the end.

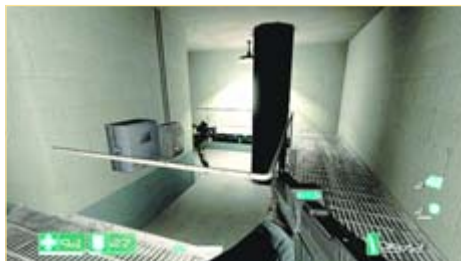
Wait in the alcove for the Replica patrol to enter the room below. As they move away from you, toss a grenade on them, or activate SlowMo, jump down, and blast them with your shotgun. Take cover behind the crates and fight the remaining Replicas in the room. When the room is clear, head down the steps and through the passage to the right to pick up some equipment you missed by taking the detour. You can find a med kit, fragmentation grenades, and an HV Penetrator in the next room.



Take out the Replica patrol with a shotgun blast or a grenade, then take cover behind the crates and finish off the Replicas in the room.

After backtracking to gathering the equipment, return to the site of your recent battle, climb the steps, and head through the door. Walk to the corridor's end, go through the door, and grab the med kit. Return to the corridor and proceed to the right.

You come to a metal walkway covered with Replica corpses. These bodies are your handiwork. The room with the body of Fettel's victim is to the left. There's a bend ahead, and you hear Replica chatter.



A Replica squad tries to ambush you at the corner ahead. Toss a grenade and activate SlowMo as you approach.

Throw a grenade at the corner, then activate SlowMo and run forward. Several more soldiers are ahead, so don't let your guard down. It's a confined space, so SlowMo and your shotgun (or headshots with the Penetrator) will get you through without too much injury.



More Replicas attack as you turn the corner.

The hall leads to a room that appears to be a dead end. Turn around. A small passage leads under some pipes. Crawl into the passage and follow it forward. When you reach the end, drop to the walkway.



Crawl under the pipes to reach the treatment plant's next section.

ESCALATION: EXEUNT OMNES

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Fettel and Replica forces are withdrawing from South River Wastewater Treatment Plant. F.E.A.R. operative neutralized Replica rear guard and is continuing to pursue retreating enemy forces.

MISSION: Top priority is to eliminate Paxton Fettel.

You're still on Fettel's trail, and he's chalked up another victim and fled the scene before you could stop him. He didn't finish the victim off, though, and you've learned something new: the phrase "Origin." It's connected to Fettel, and to the little girl, whose name, you've learned, is Alma.

The Replica army is withdrawing from the facility, but that just means they're headed somewhere else, and you'll be headed there, too, when you can find a way out of here. At least you have some idea why the Replicas were here: Armacham commissioned a study on some contaminants found in the water. What these contaminants are, or why Armacham is interested, remains unclear.



You're still in the wastewater treatment plant, searching for Fettel.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

Follow the walkway over the water to the left. As you move, you hear Better's talking to the SFOD-D team on the comm. They need assistance at the Armacham headquarters. Better's is convinced that's where Fettel is moving his troops, so you may be headed there soon.

Follow the corridor around to a small bridge. Look in the water to the right of the bridge for a med kit, floating near a corpse. Jump over the railing and into the water to grab it, then climb up the ladder on the bridge's opposite side.



Jump over the railing to grab the med kit from the water.

Enter the office and walk around the machinery to the ladder. Climb the ladder. As you move up, you pass a Replica planting proximity mines in a corridor. You can't attack him, but remember that those mines are there—you'll need to find away around them shortly.



As you're climbing the ladder, you see a Replica planting proximity mines.

Continue climbing to the top of the ladder. When you reach the top, there are two large pieces of machinery in front of you. Move around the machine on the left to find a Reflex Booster.

REFLEX BOOSTER



When you reach the ladder's top, you see two large machines in front of you.



Look behind the left machine for a Reflex Booster.

Move down the small set of steps, through the offices, and down the metal stairway. Go through the door and turn left in the corridor. Stop before you go any farther. The proximity mines are ahead. Normally, you could shoot them to clear the hall. Unfortunately, that won't work here because they are too close to a power box. You can try, but the hall is still impassable because of the electricity that is unleashed when they explode.

The proximity mines prevent you from moving down this hall, and you can't destroy them without unleashing the electricity of the nearby power box.



Luckily, there's another way around this hall. First, though, turn right and enter the small storage area to find a fragmentation grenade and an AT-14 pistol. Return to the hall. In front of you is a grate. Smash the grate and crawl through.



Smash the grate to bypass the mined hall.

There's a door here, but it's blocked. Climb down the ladder. As you descend, Betters comes on the comm

to say he's lost Jankowski's signal. Jin says, optimistically, that his equipment may have been damaged. Betters is unconvinced. She reports that the fire department has arrived to put out the warehouse fire. Betters tells her that she's headed to Armacham after the warehouse situation is under control.

At the ladder's bottom, you find yourself in a flooded chamber. Jump up into the nearby tunnel and follow it. It turns to the right ahead, and begins a small section of twists and turns. You come to a large chamber filled with water. As you approach, a strange figure drops from the upper area into the water.



A strange figure jumps from the upper level into the water.

Step into the water. It isn't deep—the figure just seems to have disappeared. Move through the water to the tunnel on the other side. Turn right and follow it around. As you enter the next room, you hear the telltale radio chatter of Replicas. A small squad is approaching. Ready your weapon and take out the first one when he appears.

A small squad of Replicas patrols the next area.



Use the wall for cover. The remaining Replicas move into the room through another entrance, near a ladder leading to the catwalk above. They may climb up to get the high-ground advantage. If so, take them out while they're defenseless on the ladder. Otherwise, use the crates and pillars for cover and eliminate the squad.

When the room is secure, climb up the ladder to the upper catwalk, then jump from the catwalk to the pipes and walk across to the opening on the opposite wall.

This leads to the area from which the strange figure jumped. Go around the machine on the far left to find a small bridge across the gap. Move forward and enter the office on the other side. Inside the office are an HV Penetrator, a med kit attached to the wall, and a Health Booster. Grab everything, then return to the room where you fought the Replicas. You can jump into the flooded passage, but you'll take a little damage.

HEALTH BOOSTER



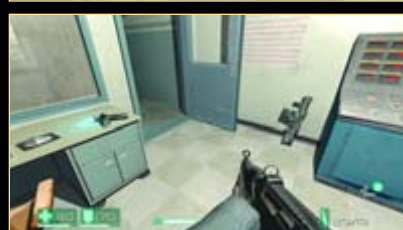
Climb the ladder to the upper catwalk.



Jump to the pipes and walk across to the opening.



Move around the machinery to the right and cross over to the opposite platform.



Find a Health Booster in an office on this upper level, along with other equipment.

Move past the ladder you used to reach the catwalk, and drop into the flooded room. There's another ladder here. Climb up and enter the hall. Turn the corner. Ahead is the hall that was previously guarded with proximity mines. If you shot them, you see the electrical arcs shooting out of the blown power box. If you didn't shoot the proximity mines, they're in your way, so do it now.

Walk down the hall and enter the small room to the right. Use the switch on the power control box to shut off the electricity.



Switch off the electricity.

Walk down the hall and grab the med kit from the shelf, then move up the steps and open the office door. Inside the office are a table with body armor and a laptop. Pick up the armor, then use the laptop to download data.



With the electricity shut off, you can enter the office. Inside the office are body armor and a laptop.

DATA

BRIEFING DATA
VOICE MAIL VISION

All right, it's uploading. Remember that wastewater report I mentioned? There's a little more info here. The contamination seems to originate in the Auburn area. That place is practically deserted nowadays. Probably not a coincidence.

Go through the office into the next hall. Look for a locked gate to your right. Shoot the lock and open the gate. Behind it is a proximity mine on a barrel. A passage leads under some pipes. Crouch under the pipes and follow the passage. It turns a couple times before opening into a small storage room with a Health Booster and an ASP rifle. Pick them both up—the ASP rifle will be helpful in a moment.

HEALTH BOOSTER



Shoot the lock on the gate and grab the proximity mine, then crawl through the tunnel beyond.



It leads to a storage room containing a Health Booster and an ASP rifle.

NOTE

THE ASP RIFLE ISN'T THE BEST WEAPON FOR MOST SITUATIONS, BUT IT'S GREAT FOR TAKING OUT ENEMIES FROM LONG RANGE. IT'S A SNIPER MACHINE GUN, ACCURATE BUT NOT DEADLY UNLESS YOU GET A HEADSHOT. IT IS, HOWEVER, ONE OF YOUR ONLY CHOICES FOR LONG RANGE COMBAT.

After grabbing the ASP and the booster, turn left and grab the remote bombs from the desk, then shoot the lock on the door to return to the hall. Walk forward and turn right. Head down the stairs.

At the bottom of the stairs you see a Replica through a large window. He's reporting that the search team has been lost. Approach the window carefully—there are four Replicas in that office. Use the wall for cover, and use your assault rifle or a shotgun. Save your ASP ammo for later. They try to get out of the office to get behind you, so be careful if any make it to the door.



Four Replicas are stationed in an office at the bottom of the stairs.

Search the office for a med kit and some weapons. The exit is on the office's far side. It's a short hall leading to a window overlooking a large courtyard.

There are Replicas patrolling the courtyard. Don't engage them yet. Crouch and crawl past the windows so you won't be spotted. Head down the stairs at the hall's far end.



Crouch and move past the windows to avoid being spotted by the Replicas outside.

Go down the stairs and turn left. There are double doors ahead. Don't go through them. Turn left to find some body armor, a fragmentation grenade, and another ASP rifle. Pick up the equipment, then head upstairs to the window.



Grab the ASP rifle from the downstairs storage area.

Position yourself by the window and arm yourself with the ASP. Stand up and zoom in on any Replicas patrolling the far catwalk. Hit them with headshots. If they're hitting you, unzoom the ASP and make sure no Replicas are nearby. They try to sneak up behind you by going through the doors on the lower level and coming up the stairs, so if you lose sight of any of them, switch to the shotgun and head into the courtyard



Take out as many Replicas as you can with the ASP, then ready the shotgun and head out into the courtyard.

When the patrolling Replicas are dead, a helicopter full of reinforcements for the Replicas arrives. Aren't these guys supposed to be withdrawing? If you're quick enough, you can throw a grenade up onto the walkway. There's an explosive barrel there, and you will be able to get a few Replicas as they touch down.

Otherwise, keep moving. Use the shotgun when you're in close, and keep your SlowMo active until you can thin their numbers.

There are good places for cover, but with this many Replicas, you can't stay holed up for too long. If they overwhelm you, retreat into the building and take cover behind the low wall near the storage area where you grabbed the ASP. Find body armor on a wooden spool in the courtyard.

A helicopter drops more Replicas into the courtyard. Keep moving as you fight, and use SlowMo to get as many as possible when they first arrive.



When the reinforcements are dead, head up the catwalk and through the double doors. Proceed cautiously down the hall. You can hear more Replica radio chatter ahead.

The next room is a deathtrap—it's a matter of figuring out a way to make it a deathtrap in your favor. It's full of explosive barrels, and the resident Replicas are on a catwalk, giving them a slight high-ground advantage. There's an even bigger surprise waiting after you clear out the first wave of enemies, but don't worry about that yet.



The room ahead is filled with explosive barrels, and a small squad of Replicas waits out of sight to ambush you.

Crouch and sneak around the tanks in the room's center, and sight the barrels on the raised walkway ahead. Be careful not to get too close to any of the yellow explosive barrels. When the Replicas come into view on the walkway, fire at the barrel nearest them to take most of them out.



Aim at the explosive barrels on the upper walkway and fire when the Replicas come into view.

Most likely, you won't get them all. Several Replicas are headed straight for you. At least one will jump the railing on the other side of the tanks to try to flank you. Your instinct may be to bolt for the walkway, where you've destroyed the barrels. Do not do this. Instead, activate SlowMo and move out of the room, back toward the courtyard, fighting anyone you can as you move to the cover of the wall.



If the fighting gets too fierce on the lower level, back out of the room. Do not climb up to the walkway yet.

As the Replicas chase you down, use the remaining explosive barrels to your advantage. Fire at them if an enemy gets near, or toss a grenade nearby for added explosive power. Stay out of the blast radius of the barrels to get through this fight without too much damage. When the Replicas are dead, wait for your SlowMo to recharge. Enter the room, grab the med kit from the shelf near the entry, then approach the steps to the walkway.

Mount the steps, then turn right. Double doors ahead burst open, and a Heavy Armor Replica emerges. Activate SlowMo and rush the Heavy Armor, blasting away at its faceplate with your shotgun. Two Replicas accompany it, but for now hit the Heavy Armor. A few shots will take it down. After it's dead, take out its Replica escort, and pick up the HV Penetrator if you need it. Search the table near the stairs for a med kit, then exit through what remains of the double doors.



Activate SlowMo and rush the Heavy Armor, firing your shotgun repeatedly into its face.

Turn right and enter the small room nearby. Under some pipes to the left is body armor, and there is more body armor and weapons in the adjacent office. Return to the hall and turn right. Go down the steps. The rooms downstairs are trashed. Keep moving, pass the broken vending machines, and turn right at the hall's end.

You hear a helicopter approaching outside. Say good-bye to Fettel. Follow the hall to an office where you find an assault rifle and a proximity mine. The hall leads to another office with a window. Through the window is an alley with some supplies. Break the window and jump through. Grab anything you can use, but you should have full body armor. You may need to come back for this one in a moment.



Break the window and jump into the alley. Grab the supplies before entering the courtyard.

The helicopter deposits Replica soldiers, and a truck arrives carrying soldiers and a Heavy Armor. You need to clear the courtyard before your transport Blackhawk can land. Stay near the wall for now, and use your assault rifle or Penetrator to take out any soldiers you can target.



You need to clear the courtyard of several Replica soldiers and a Heavy Armor before your ride can pick you up.

Save your SlowMo unless it's an emergency. Move to the cargo crate in the yard's center and attack any soldier moving toward you. If you get close enough, use your shotgun to dispose of them. You want to get as many soldiers as you can before engaging the Heavy Armor. Watch your back for Replicas sneaking up behind you.



Use the crates in the courtyard for cover and keep fighting the Replica soldiers before taking on the Heavy Armor.

When you thin the Replica squad, equip your shotgun and move to the courtyard's center to engage the Heavy Armor. Activate SlowMo and fire at his face. He will go down quickly, as long as you keep firing while his face is visible.

The shotgun/SlowMo combination is your best tactic against Heavy Armor Replicas.



When the Heavy Armor falls, sweep the courtyard for any remaining soldiers. Grab the body armor from the alley if you need it. When every Replica is dead, the helicopter landing zone is clear, and the Blackhawk arrives to transport you to Armacham headquarters.

After you clear the HLZ, the Blackhawk arrives to carry you to Armacham, where you'll continue the hunt for Fettel.



INFILTRATION: LZ IS HOT

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative is en route to Armacham with SFOD-D escort. F.E.A.R. technical officer is on standby.

MISSION: The team will make a rooftop entry via helicopter. Fettel remains top priority. F.E.A.R. point man will try locating missing SFOD-D team.

Fettel has retreated to the Armacham headquarters building, taking a good portion of his Replica army with him. Jankowski is still missing. You and two SFOD-D soldiers are in pursuit, preparing to make a rooftop landing at Armacham. From there, the three of you will go down into the offices. The SFOD-D guys are psyched. "I live for this," one of them shouts. Ironically, both SFOD-D guys are killed as the Blackhawk touches down on the roof.

You're on your own, and a large squad of Replicas is attacking. At least you're one step closer to answers, provided you can survive long enough to infiltrate and explore the building.



You and the SFOD-D team are transported to Armacham headquarters, but only one of you will make it there.

OBJECTIVE: INFILTRATE ARMACHAM FACILITY

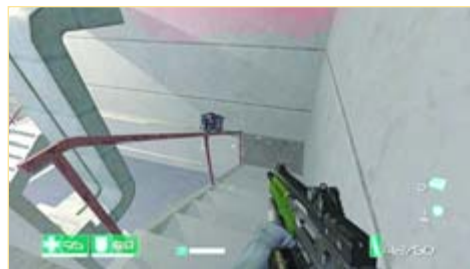
You touch down on the Armacham building's roof. You're taking fire from all sides, so you need to get somewhere. Run to a pair of double doors ahead, and attack the Replicas inside the reception area. Inside, you find a med kit on the desk, some body armor on the couch, and an HV Penetrator lying next to a dead ATC security guard.



Run to the reception area, take out the Replicas inside, then search the room for equipment.

More Replicas may attack from the roof while you are in the reception area. If so, use the desk for cover. When you grab everything you need from the reception area, head out to the roof and turn right.

You may catch a Replica or two on the stairs. If so, toss a grenade down to the walkway or hit them with headshots. If the stairs are empty, that means more are waiting for you on the lower roof.



You may encounter more Replicas on the stairs.

As you get closer to the lower roof level, the remaining Replicas move in. How many Replicas remain depends on whether they came after you in the reception area or on the stairs, but there will be at least four, and probably a few more. They take cover among the vents and low walls.

There's only one access point to the walkway running between the stairs, so make that your point of operations. There are ducts you can use for cover, and you can also crouch behind the wall. The walkway's elevation gives you a height advantage as well. As you fight, watch your right side—don't let enemies sneak up on you.



Take cover on the walkway between the stairs and attack the Replicas on the lower roof.

When the lower roof is clear, head down the steps and turn left to find the door into the building. Sweep the roof area for dropped weapons before entering.

Inside the building are body armor and a med kit sitting on a tool box. Rowdy Betters contacts you on the comm. He's confused about Jankowski. All his team members' bodies have been accounted for. But Jankowski is still missing.



Body armor and a med kit are inside the building.

After you pick up the equipment, turn left and follow the passage around and down. Stop when you hear Replica chatter coming from a nearby room. There's a metal walkway ahead, and a small supply area to your left. Enter the supply area for a med kit, then step out on the metal walkway.

Two Replicas guard this area. They start on the lower level but occasionally patrol up to the walkway. They have plenty of places to take cover on the lower level, so get them on the stairs as they ascend, if you can, or wait until they are out in the open below and hit them with a headshot. Shoot the power box on the lower level if either of the Replicas gets near it.

A two-man Replica patrol heads up to investigate the roof. Attack them from the stairs and from the elevated walkway.



Follow the walkway around and head down the stairs. When you reach the bottom of the stairs, turn around. A small alcove next to the stairs contains a Health Booster.

HEALTH BOOSTER



Walk down the stairs from the catwalk.



When you reach the bottom, turn around. Find a Health Booster on a barrel.

You hear more Replica radio chatter coming from nearby. Another two-man team is stationed in the hall outside your current position. It's a dangerous choke point, because they are in position, and you need to pass a live power box as you enter. You have two choices: Either take cover and wait for them to come to you, or hurry into the hall with SlowMo active, then turn right and blast the two Replicas with your shotgun. If you don't get them both with the first shot, fire again.



Activate SlowMo, then run into the hall and attack the Replicas.

CAUTION

THE CORRIDOR AND THE ROOM BEYOND ARE TIGHT SPACES WITH CONCRETE WALLS. IF WILD SHOTS RAISE TOO MUCH DUST, BACK OUT OF THE AREA SO YOU AREN'T BLINDED.

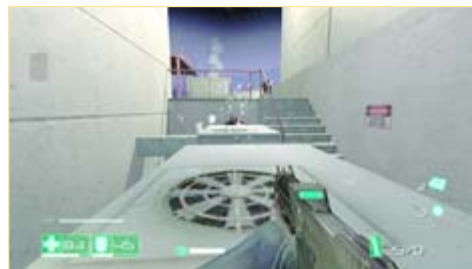
There are more Replicas in the room below. Get down the steps and use the machines for cover. You can take out most of the Replicas as they move through the small aisle between the wall and the machines. You can also clean the room out with a grenade, although you may want to save those. Some tough fights are coming up, so don't waste your grenades in a situation as straightforward as this.



Move to the lower level and use the machines for cover.

When the room is clear, pick up the dropped weapons (primarily assault rifles) and move forward to the red door. Open it and step out on to the roof.

A welcoming committee awaits outside. Two Replicas are in view on the upper level. At least one will hop the railing and take cover behind the ventilation duct nearby. Activate SlowMo and get them both, if you can, then duck behind the duct closest to the door and wait for your SlowMo to recharge.



Several Replicas guard the roof. Activate SlowMo and attack the first two you see.

Keep alert. Listen for approaching Replicas and look back and forth while you wait to make sure no one sneaks up behind you. When your SlowMo is full, move up the stairs. When you see an enemy, activate SlowMo and take him with the assault rifle or, if he's close, the shotgun.



Run up the steps and activate SlowMo when you see an enemy.

Taking cover isn't useful: The maze of ducts makes it too easy for enemies to sneak up behind you. Instead, use the SlowMo toggle technique to eliminate the Replicas on the lower roof level. Activate SlowMo, kill a guy, then deactivate it to save power. When the lower roof level is clear, run down the small set of steps to the alcove to find a nice stash of supplies. There are fragmentation grenades, weapons, and body armor.



Find a small equipment stash on the roof's lower level.

Head up the stairs. At least one more Replica will be waiting up here, unless you drew them all down to the lower level. You can take him out without SlowMo, but use it if you're hurt. After the upper walkway is clear, find the nearby red door and enter the building.



You should encounter at least one more Replica on the upper walkway of the roof. Rush him and take him out with your shotgun.

Approach the first room's corner, but don't move past it yet. A three-man Replica patrol heads into the room, going to the roof to investigate. Take cover behind the wall or one of the pillars in the next room, and attack them. They take cover behind the machinery on the opposite side, so don't drop your guard until you're sure you have everyone.



When you enter the building, three more Replicas attack.

Don't leave the room yet. A med kit is on a barrel in a corner. Better yet, search behind the machinery for a Reflex Booster.

REFLEX BOOSTER



After the second outdoor battle, you enter a room with machinery.



Look behind the machinery to find a Reflex Booster on a barrel.

Walk up the steps and enter the corridor. It turns right, then left, but don't let your guard down. After the second turn, you see machinery ahead. Take cover behind the first machine and lean around it. Replicas come down the stairs on the room's other side. Activate SlowMo and take them out. Otherwise, this room is a tough place to fight. You're pinned down on the lower area, and they have plenty of cover from the pillars and machines nearby. If you get pinned down, throw a fragmentation grenade—there's nowhere for the enemy to run.



Be careful as you enter this room. Two Replicas are stationed here, and they have a positional advantage.

When the Replicas are dead, climb up the stairs. As you move, Better speaks to you over the comm. He says he's picking up Jankowski's signal in the vicinity. This is strange, considering Jankowski's last known position was at the harbor.

As you reach the top of the stairs, you see why: The spectral Jankowski appears on the walkway ahead. His voice whispers to you: "You don't even know who you are."

INFILTRATION: LZ IS HOT

PRIMAGAMES.COM



You have another Jankowski sighting after Better's picks up his life signs.

Follow the passage around toward where Jankowski appeared, and pick up the med kit and the body armor from the table. Turn right and head up the stairs. Move through the corridor, and grab the med kit from the wall before heading through the door.



Grab the med kit from the wall and go through the door to the roof's next section.

There's another major battle ahead, but this time you have a slight advantage. Move through the door. It leads to another rooftop area with several ventilation ducts and power sheds. Currently, though, you are on a small landing overlooking the roof. This gives you a good height advantage. Activate SlowMo and pick off the Replicas below.



You have the high-ground advantage at the start of the next battle.

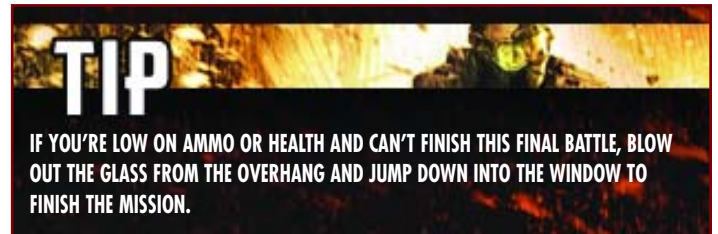
Watch your back. One or two Replicas try to sneak up the stairs behind you as you fight their cohorts on the ground. If any make it out of sight, turn around, crouch, and protect the stairway.

Move down, and stay low as you move between the ducts. Take out any remaining Replicas, using SlowMo if necessary.



Move slowly through the ducts and stay low as you finish off the remaining members of the Replica squad.

When the roof area is clear, smash the glass on the window looking down into the building. This leads to the Armacham offices. Jump down into the building.



When the battle is over, break the glass on the window and jump down into the offices below.



INFILTRATION: WATCHERS

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative has infiltrated Armacham headquarters. SFOD-D escort killed in ambush.

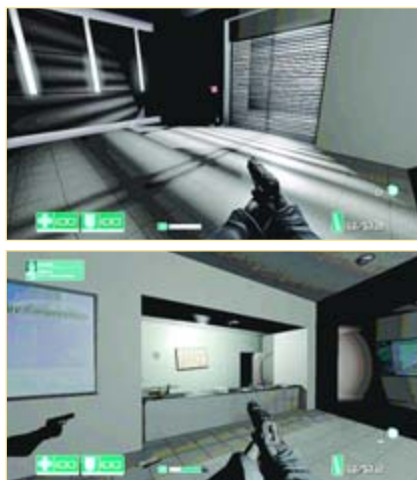
MISSION: The F.E.A.R. operative will get the company network online for the F.E.A.R. coordinator and then go to the last location of SFOD-D recon team.

You've made it off the roof and into the Armacham offices. Maybe now you can find some answers. The most pressing obstacle is that the building is locked down tight, and Better's needs you to reset the network so he can understand what happened to the SFOD-D team, who lost all communication after entering the building. Jin is on her way to assist.

OBJECTIVE: LOCATE AND RESET NETWORK HUB

The reception area is deserted, though there are signs of a serious struggle: The furniture is thrown about and there's a broken, bloody window ahead. The room in which you've landed is large, and it has three obvious exits: two gated halls and a door down a smaller corridor near a reception area. But all three are locked. Hop over the desk to the reception area. The lights flicker off when you're over the desk. Turn on your flashlight. A door nearby looks as if it were blown open with a powerful weapon. Go through the door.

The three obvious exits from the starting area are locked. Jump over the reception desk and head through the door inside.



Turn left into the copier room. Some stairs lead down. As you walk to the stairs, look up. Some of the ceiling panels are knocked away. As you move through the offices, you may see or hear activity above you. You may see ceiling panels being knocked out, or hear the sound of movement. This is more than basic creepiness—something is lurking up there.



The steps lead down to a small theater, seemingly abandoned in a hurry.

Move down the steps and enter the theater. As you enter, you hear glass break in the distance. Head up the steps and around the back row of seats to the double doors. Near the doors is a uniformed body, but it isn't an SFOD-D soldier. If you examine it (you can grab his weapon), you notice he's wearing an ATC uniform. He is a security guard. The gunshots in the wall indicate a battle. You must be on the right track.



Search near the security guard's body to find a weapon.

As you open the doors, you see a figure running behind the glass partition ahead. You can chase it, but the door it went through is locked.



As you leave the theater, a figure runs by behind the glass partition.

There's another gate in the hall, but it's locked. From the gate, turn right and head down the corridor. As you move forward, there is serious activity in the ceiling above. Panels are knocked down, and there's a strange flash of electricity. You've seen a similar flash before: Back at the warehouse near the treatment plant. It sounded like something was moving up there. Walk to the closed door at the corridor's end and look inside. It's a small supply room, and inside is a med kit.

INFILTRATION: WATCHERS

PRIMAGAMES.COM



There is a strange flash of electricity in the ceiling above.

As you leave the supply room, Fettel's shadow passes on the wall to your left. "Stay out of my way," he warns you. Follow the shadow down the hall and go through the double doors into the conference room.

You hear more scurrying above. Whatever is up there is following you. There's a laptop on the table. Activate the laptop to upload the data to Betters.



Use the laptop in the conference room.

DATA

BRIEFING DATA
VOICE MAIL VISION

The data is uploading now. There's a reference to something called "Icarus." It says here that it was a bioengineering program that started in 1973. Something about health issues related to microgravity: loss of muscle mass, bone density, shit like that.

There's an ATC security guard's body on the conference table and a weapon nearby. Grab it if you need it, then open the door. It leads to a dark hall.

To the right is a broken security gate. Turn down the hall to the left. Ahead, a body is hurled through a window, and another strange figure runs through the hall: it looks similar to the figure you saw in the tunnels under the wastewater treatment plant. It moves into an office at the end before you can get a good look. Follow it.



A body is hurled in your path, then a strange creature runs across the hall.

It's gone, but there's a panel missing from the ceiling. Whatever that thing is, it may be the thing that's been causing the ruckus in the ceiling. Grab a med kit in the office, then head across the hall.

Go through the broken window and move to the phones on the far wall. One of the phones has a blinking voicemail light. Use the phone to hear the message.



The voicemail messages in the Armacham offices help shed light on the situation.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from an outside number.

Peter, it's Carla at Hudson Avionics. Where is everybody? I can't reach anyone over there. I need to talk to Brett about this draft he sent over, but he hasn't returned my calls. It's really important he gets back to me as soon as possible, OK? Thanks.

End of messages.

When the message ends, turn left and move through the double doors. You're far into the Armacham building, and you haven't had to fire a shot. Those strange creatures are lurking here somewhere, though, so don't let your guard down.

The double doors lead to a large lobby area. A dark hall leads away, but it dead-ends at a locked security gate. The glass double doors are locked, and even though you can break the windows and enter, the office is a dead end. The only exit is up the stairs.



The only exit from the lobby is up the stairs.

As you climb the stairs, get ready to activate SlowMo. You're about to meet a new enemy: the Assassin. Assassins are the Replicas who have been crawling around overhead, and what you saw seemingly vanish in the water at the treatment plant. Assassins are tough if you try to fight them like a standard enemy, but they are easy to kill after you know how to fight them.

Assassins can cloak themselves, so unless you pay close attention, you may not see one until it is close enough to attack. If you pay attention, though, you can hear them climbing out of the ceiling, and see their faint, shimmering outline as they rush you. An assassin uses only melee attacks, so if you see it before it uncloaks, you can get off a few shots before it gets close enough to attack.

They are fast, though, so they will be on you before you can react. No worries. Activate SlowMo and shoot them with the shotgun or, even better, hit them with two or three melee attacks. They go down.

You can make out a faint outline as Assassins approach, giving you a chance to shoot, but the easiest way to kill them is to activate SlowMo and use melee attacks when they appear near you.



Three Assassins attack at the top of the stairs. If you hurt, but don't kill, them, they will scurry into the ceiling and exit somewhere else, making them difficult to track. Stay outside the offices when you fight them, because they are fast and can rush in and attack and get out before you have a chance to react.

When the Assassins are dead, look in the first office near the stairs for a med kit. Move to the hall's end and enter the last office. There is a med kit on a desk in here, and a phone with a blinking voicemail light. Use the phone.



When all three Assassins are dead, enter the office at the hall's end and check the voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have three new messages. First message from Chuck Habegger.

It's Chuck Habegger. I've analyzed the readings and I'm recommending we suspend Perseus until we can figure out what's causing the synchronization. The patterns are identical to what we saw last time. But obviously the consequences would be a hell of a lot worse. Next message from Chuck Habegger.

I got your message. Maybe you've forgotten that when this happened before, Fettel was only a child. And the fallout of that fuckup was that Origin had to be permanently shut down. This time we're talking about a highly trained military commander with a telepathic link to hundreds of soldiers that don't think for themselves. If you're worried about being behind schedule now, imagine what will happen if end up with a full-scale revolt. Next message from Marshall Disler.

Hi, it's Marshall. Just got off the phone with Chuck Habegger. I'm really worried about his findings. He said he talked to you about suspending the program temporarily, and I've got to agree. If there's the slightest chance of a synchronicity event, we've got to take it seriously. I'm going to head over to the Perseus complex to check things out myself. Why don't you call me on my cell and we can discuss this? End of messages.

Pay dirt! Scary, scary pay dirt. At least you have some answers, though they've only led to more questions. The first two messages are the most interesting, and they were from Chuck Habegger, who you may remember was Fettel's victim in Auburn. You gather from the messages that Origin was some sort of Armacham program, and Fettel was a child when it was shut down. The new program, called Perseus, may also be shut down for the same reasons. But what is a synchronicity event? And what happened when Fettel was a child that may also be happening now? This Perseus compound mentioned by Marshall Disler sounds like a good place to find out. But first, you need to reset the network.

INFILTRATION: WATCHERS

PRIMAGAMES.COM



After listening to the voicemail, break one of the windows in the next office and jump through into the hall.

Move into the next office, break either of the two tall windows, and jump through. Move forward and turn right up the short flight of stairs. Ahead is the signature electrical flicker of an Assassin. As you approach the corner, you see a recently dead ATC security guard under broken ceiling panels. Grab his weapon, then look in the office to the right for a med kit.



The security guard was the victim of an Assassin.

Move past the dead security guard and into the large office full of cubicles. They are all empty, as are the adjoining offices, so don't search them. Go to the door in the far-right corner, and jump over the furniture blocking the door.

This looks like a break room. There are dead security guards inside, and there is equipment lying around, including guns near the guards, a med kit on the floor, body armor on a table, and another med kit and some fragmentation grenades on a counter. A radio here plays a news report about gunfire outside the Armacham offices.

Enter the break room, grab the equipment, then climb up to the opening in the ceiling.



Grab everything, then jump onto the table near the vending machine. From the table, jump to the vending machine, then jump up through the opening in the ceiling to the crawlspace by the ducts.

Crouch into the crawlspace and move forward. It's dark, so turn on your flashlight. The crawlspace turns right, then ends. Ahead of you are ceiling panels, and a dead ATC security guard. Step onto the panels and move forward. The panels break, and you fall to the floor.



Move through the crawlspace, then step onto the ceiling panels.

You hit the ground loudly, but the coast is clear. Turn around and enter the hall. The hall is long and looks deserted. As you move down, though, two more Assassins attack. Activate SlowMo and fire if you can, or use melee attacks when they get close. When the Assassins are dead, enter the office on the left for a med kit, then continue down the hall.



Two Assassins ambush you in the hall.

At the end of the hall is a small lounge. On one of the sofas is a laptop. Use it for more information about Icarus.

DATA

BRIEFING DATA
VOICE MAIL VISION

All right, it's uploading. Looks like the Icarus program was shut down in favor of something called Perseus, which from what I can tell is funded by D.O.D. I'm guessing that's where Fettel and his soldiers came from.

The lounge leads to another long hall. Move forward, then turn around. Grab the med kit stashed in the cube behind you, then continue forward.

Turn left at the end of the hall, and approach the large window. As you approach, something falls out of the ceiling on the other side. It's not an Assassin. It's an engineer named Norton Mapes.



Meet Norton Mapes.

Bettors tells you to give Mapes a comm link. Hand it to him. Mapes agrees to help you reset the network if you disable the local security system, then he opens the nearby door for you. Don't go through the door yet. Instead, turn left and go through the door into the dark office.

REFLEX BOOSTER



Turn left from the window where you meet Norton Mapes, and enter the dark office.



Grab the med kit on the desk, then jump up the cabinets and crawl into the passage.



The Reflex Booster is in front of you. After you grab it, crawl into the duct.



Grab the med kit, then break the grate to drop into the offices.

Return to the door that Mapes opened and walk through. He points you toward the security system controls. Better tries to find out why Mapes wants the security system shut off, but he won't answer. There's something unpleasant about this guy.



There's something fishy about Mr. Mapes, but to get the network back, you'll have to help him.

OBJECTIVE: SHUT DOWN THE SECURITY SYSTEM



As you pass Mapes, you also activate the next checkpoint. Grab the med kit from the supply room, then turn left and into the hall. The hall splits around a small open lounge. The right hall leads to a closed security gate. Move down the left hall and enter the office.

Inside the office you see what, judging from the Cheezee Pooz bags tossed around, has to be Mapes's desk. He has a voicemail. Activate his phone to hear it. It won't help your investigation much, but it might reinforce your first impression of him.



Listen to Mapes's voicemail for a little too much information into his character.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Iain Hives.

Norton, it's Iain Hives. Look, um, Alice Wade stopped by my office this morning. I feel a little awkward saying this, but, uh, well, I really want you to tone down the innuendo around her. It's not that I personally give a rat's ass, but the last thing we need right now's a sexual harassment case drawing unwanted attention to the task force. It's supposed to be a secret after all. OK? Thanks, Norton.
End of messages.

Move around his desk and into the hall. There's a small lobby ahead, but your view is obscured by a wall. You can hear, however, the familiar radio chatter of Replica soldiers. Take cover behind the wall and get ready for a fight with a more familiar opponent.



A squad of Replicas guards the hall ahead.

Activate SlowMo and take out the Replicas from the upper level. They have decent places to take cover, but you have a good amount of area to move around in get a shot in even if they're behind cover. When the squad below is eliminated, jump over the railing (you can walk down the steps if you want, but it's a long path past an elevator bank and there's nothing of interest there at the moment).

There's an open door on the lower level, and you should hear more chatter coming from inside. More Replicas are ahead, and it's a tight space, so ready your shotgun and get ready to activate SlowMo.



The next area is a tight heavily guarded hall.

You don't have many places to take cover, so make the best of your SlowMo advantage by running up on enemies, firing, then turning to the next enemy. When the hall is secured, grab the med kit from the office and some body armor from a desk near the dark hall. Enter the dark hall and turn on your flashlight.

Turn left and walk to the door. Open the door. This is a security station. You can grab numerous weapons here, a couple of med kits, some proximity mines, and some fragmentation grenades.

After you grab equipment, use the console on the desk to shut off the security system. Shutting down the security system triggers the next checkpoint.



Enter the security station to find an excellent cache of weapons and equipment. Use the console on the desk to deactivate the security system.

OBJECTIVE: LOCATE AND RESET NETWORK HUB

Mapes stops responding after you shut down the security system, so you have to find the network hub on your own. Exit the security station, then return to the small lobby outside. The security gate at the top of the stairs is now open. Climb the steps and go through the gate.



Deactivating the security system opened many of the security gates in the level.

Turn left into the hall, then left again when you reach the small lounge. You are back in the room where you first met Mapes, but he is gone. As you approach the door, you hear Replicas ahead. Stop at the window and use it for cover. The Replica patrol is all neatly lined up. Hit them with a grenade: You should take most of them out. Use your assault rifle and SlowMo to finish off the stragglers from the window.



You encounter a Replica patrol near the room where you met Mapes. Hit them with a grenade while they are clustered together.

Turn down the hall to the right and take cover at the next corner. Three more Replicas are stationed in the hall ahead. Use the wall for cover and take them out as they try to move into position. If any enemies stay out of sight, enter the hall, activate SlowMo, and take them out with your shotgun.



Another squad of Replicas attacks in the hall.

Go through the security gate at the hall's end. Grab the body armor from the cart. You can see a bank of computers through the window. This is the network hub. As you approach it, you hear Jin on the comm. She and her team have landed on the roof and are headed for the rendezvous point.

Enter the server room. Go to the far end. The console is on the right wall. Use it to reset the network.



Grab the body armor, then head into the server room to reset the network hub.



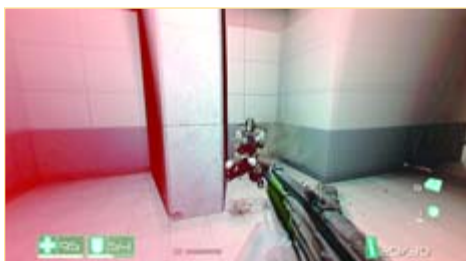
OBJECTIVE: DETERMINE THE STATUS OF THE MISSING SFOD-D TEAM

When you reset the network, a squad of Replicas attacks. You're a sitting duck in the server room—there's no good cover, and the Replicas will surround you through the windows if given a chance. Get out of the server room, firing at anyone in sight as you move.



A Replica patrol enters when the network is reset. Get out of the server room quickly.

You can take cover at the windows near the server room door and engage the enemies through the window, but they will use the far windows to enter the server room and flank you. It's easier to get reckless and engage them head on, using SlowMo and your shotgun to run up on them one by one. You'll take damage, but they have the upper hand and it's easy to get surrounded if you don't act fast.



Activate SlowMo and engage the Replicas head-on to avoid being surrounded in the server room.

When you eliminate the patrol, grab their weapons and exit the server room through the newly opened wooden door. It leads to the next checkpoint.

Head down the hall and turn right through the lounge. Turn right at the intersection. The hall leads to a dark room filled with cubicles. There's nothing of use in the cubes, so there's no need to search them. As you approach the next security gate, you can make out the faint silhouette through the window overlooking the room.



As you approach the gate, there is a figure in the window above.

Go through the gate and enter the construction area. Look to the left as you enter for a med kit. Continue

down the hall. The construction area is a maze of unfinished walls and offices, but you have a guide: Fettel appears ahead. Grab the two med kits in the unfinished offices after you first see Fettel. Continue through the corridors, following their twists and turns. Stay to the center corridor, and the path is obvious. Fettel communicates with you as you move. "You've seen her, haven't you? She is the original." He must be referring to Alma. "I was made from her, and I was born from her," he says. "We are separate, but we are one."

The construction area ends at a set of double doors. There is a raging fire behind them, but it is your only exit. Open the doors and step through.



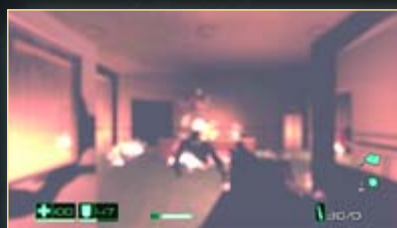
Fettel appears before you in the construction area. Follow him through the corridors to the double doors at the end.



VISION

BRIEFING
VOICE MAIL

DATA
VISION



When you open the door, a Nightmare attacks. Fire at it when it appears.

A Nightmare attacks when you step through the door. Shoot it to kill it before it gets close enough to hurt you. The room is on fire, but the flames don't hurt you. In the far-right corner, Alma stands among the flames. She vanishes as you approach.



Alma stands among the flames.

Turn and walk toward the stairs. As you approach, two more Nightmares attack, one from the left corner, then a second from the right corner as you reach the stairs. Shoot them both, then head up the stairs to the double doors.

INFILTRATION: WATCHERS

PRIMAGAMES.COM

As you approach the doors, a woman passes by the window. Opening the door ends the vision, and you are back in the construction area.



An apparition of a woman passes by the window as you approach the double doors.

Fettel continues speaking when the vision ends. "She is a prisoner, floating in darkness and pain." Is he referring to Alma? Or the woman you just saw? You need to find more information on these Armacham programs. Your current priority, though, is to find that missing SFOD-D team.

Grab the med kit from the table in the room's back. The exit is to the right, but first we're going to grab another Health Booster.

HEALTH BOOSTER



When the vision ends, you are back in the construction area. Go through the door to the left and up the stairs.



In the small upstairs room is the Health Booster sitting on a barrel.

After grabbing the booster, head down the steps and through the door on the room's opposite side. Follow the corridor past the empty offices and cubes, then turn left at the end.



Move through the empty offices. The last known location of the missing SFOD-D team is ahead.

Make a second left and enter the dark hall. The only thing you see is a trail of blood on the floor, illuminated by the sole light in the hall. Follow the trail to a lobby. Here is the missing SFOD-D team. Or, more precisely, their smoldering remains.



Jin arrives as you find what's left of the missing team.

OBJECTIVE: CONTINUE THE SEARCH FOR PAXTON FETTEL

You're getting close to Fettel. Go through the security gate on the lobby's far side. Follow the hall around to the left. It ends at a balcony. Jump over the railing to the floor.



Go through the security gate and follow the hall to a balcony. Jump over the railing.



EXTRACTION: BISHOP

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Remains of missing SFOD-D team have been found. F.E.A.R. technical officer is on scene conducting forensic analysis. F.E.A.R. mission coordinator has detected Paxton Fettel's transmitter signal in the area. Armacham personnel are presently unaccounted for.

MISSION: F.E.A.R. combat operative will attempt to intercept Fettel.

You're in the Armacham offices, and hoping you'll find some answers within. It'd be especially good if you could find more survivors, though your last encounter with Mr. Mapes wasn't pleasant. You've uncovered clues, though, regarding the Origin and Perseus projects. Maybe you can learn more about these mysterious projects, and what they have to do with Fettel, Auburn, and Alma.

Your official goal is to find Fettel. His army is here in full force, so be prepared for heavy combat as you proceed through the offices.

OBJECTIVE: CONTINUE THE SEARCH FOR PAXTON FETTEL

The short hall ahead leads to a reception area. Grab the body armor from the desk. There's a hall ahead, but don't enter it (unless you're low on med kits—there's one in a small supply room outside the reception area). Instead, move around the desk and go through the doorway to the right. This route leads to a more advantageous position in the next firefight.

Move around the desk and down the short hall, then climb up the cabinet and enter the ceiling's crawlspace.



The crawlspace leads to two grates, one overlooking an open cubicle area, and one looking down on a small office. Through the latter grate, you see a Replica standing guard. The Replicas are discussing a hostage, who they are supposed to keep alive until their commander arrives. Bash the grate, drop, and use a melee attack to take out the Replica in the office.



Smash the grate, then drop and take out the Replica below.

When you hit the ground, take cover behind the desk. Another Replica approaches from

among the cubes outside. Attack him when he appears. Grab the combat shotgun from the nearby cabinet if you need it.

The remaining two Replicas are on the room's second level. If you can target them from inside the office, do so. Otherwise move out into the next room and take cover in a cube. The railing of the level above is glass: Fire through it to eliminate the Replicas before they can get to cover.



Take cover among the cubes and attack the two Replicas on the floor above.

After you finish off the Replicas, turn around and enter the

dark office behind you. On the desk is a phone with a blinking voicemail indicator. Use the phone to hear the message.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Harlan Wade.

Mike, it's Harlan Wade. Chuck Habegger seems to think your people are blowing smoke up his ass on this Perseus situation. I don't know which one of you shitheels over there is calling the shots, but you'd better stop dicking around fast, because the readings are getting worse by the minute. It's a simple choice. You can either listen to the expert advice you're being given or you can brace yourselves for the assfuck of the century. 'Cause it's coming. You can mark my words on that. End of messages.

Exit the office and turn right. There's a nice equipment stash near the wall: body armor, a med kit, an HV Penetrator, and a combat shotgun (the latter is sitting on the desk of the cube near the door). Grab everything, then exit through the nearby door.



There's a nice stash of equipment next to the door.

There's more equipment here. There's an AT-14 pistol and a fragmentation

grenade on a cabinet, and a med kit on a shelf near the copier. Don't leave the supply room yet: more Replicas await in the next room. Lean through the door and watch for them at the room's far end.

When you see them, attack with the Penetrator or the assault rifle. Don't use a grenade here—save them for a big fight coming up.



Lean through the doorway, and attack the two Replicas as they come into view.

Leave the supply room and move through the cubes.

There's nothing in them, but there's an RPL submachine gun in the office at the end. Leave the office and turn left. The hall turns right. Ahead is another hall containing two offices and a bloodstained floor. The first office contains a phone with voicemail. The second contains a dead employee and a combat shotgun. Grab the gun and listen to the voicemail.



The bloodstained hall has two offices. One has a phone with voicemail, the other has a combat shotgun.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Marshall Disler.
Hi, it's Marshall Disler. Looks like you were right about the energy signature. It's identical to the original. I'm still trying to come up with an explanation, but I'd figured you'd at least want confirmation. I'll be in touch when I know more.
End of messages.

Proceed to the hall's end. Follow it to the left, but stop before you reach the end. The area ahead is well guarded, and attacking from the hall is your best chance of taking out a few Replicas before they can move to better positions.

Lean around the corner. Ahead are several Replicas behind a large glass window. Throw a fragmentation grenade their way.



Lean around the wall and throw a grenade at the Replicas near the window.

The survivors spring into action. Some knock over a table to use as cover, while the others move toward you, using the pillars and furniture as cover. Activate SlowMo and move into the room. Take cover at the first pillar and attack any Replicas moving into the room from the left.

Stay behind the pillar until SlowMo recharges. When it's full, activate it and move forward. Use another pillar ahead for cover, or charge into the room, guns blazing.



Activate SlowMo and take out any surviving Replicas.

Pick up the equipment. There are two sets of body armor, fragmentation grenades, and several weapons. When you gather what you can use, open the wooden door behind the desk and enter the storage closet.

Inside the closet is a man tied to a chair. There's a bomb strapped to his chest. Considering the Replicas have killed most of the other employees, this man, whose name is Aldus Bishop, must have something they want. You need to make sure he survives. Better asks you to give him a comm. Do so, then grab the med kit from the wall and leave the storage closet.



You've found the Replicas' hostage: a man named Aldus Bishop.

OBJECTIVE: RENDEZVOUS WITH DEMOLITION EXPERT AT THE ELEVATORS

Exit the storage closet and go through the double doors into the lobby. Turn right and follow the corridor through the small lounge. There's a small room off the hall. Inside is a med kit on a bookshelf.

The hall splits to the left and right ahead. Both routes lead to the same place: the elevator lobby. The left route takes you by several empty offices. The right, by an office containing a med kit.



Grab the med kit from the shelf. There is another in an office down the hall to the right.

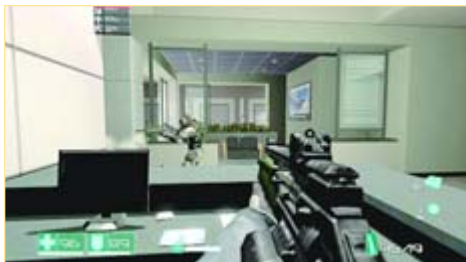
Walk through the security gate into the elevator lobby. As you step in, you get a warning from Better's that someone is messing with the security system. "They may be trying to box you in," he says. He's right. Both security gates slam shut, trapping you.

Get to the reception desk. Grab the remote bombs and the med kit from the desk, and take cover behind it.



You're locked in the elevator lobby. Gather the equipment from the reception desk, then take cover behind it.

Replicas enter the lobby through the elevators. The first elevator contains a soldier. Eliminate him when he comes into view. When he falls, the next elevator opens.



The first elevator contains a Replica soldier.

Two more elevators arrive, unloading a total of four Replica soldiers into the lobby. Stay behind the desk unless they throw a grenade your way. If they do, activate SlowMo and move out of the way. Otherwise, continue using the desk for cover. The Replicas move into the center area, using the low walls and corners for cover. Wait for them to show themselves, then hit them with the assault rifle, or toss a grenade into the center area to flush them out into the open.



Two elevators arrive and unload four Replica soldiers.

Ready your shotgun. The third elevator contains a Heavy

Armor Replica and a Replica soldier, while a fourth nearby contains a single Replica soldier. When the Heavy Armor steps out of the elevator, activate SlowMo and attack it with the shotgun. Stay mobile to avoid taking too much damage from the remaining soldiers. When the Heavy Armor falls, turn your attention to the final Replica soldier. Get to cover if necessary, but if you have enough SlowMo energy, you can get them with the shotgun before time returns to normal.



The final round of enemies includes a Heavy Armor and two Replica soldiers.

When the coast is clear, the final elevator arrives. This one contains an SFOD-D soldier and the SFOD-D demolition expert, Douglas Holiday. Holiday sets up a charge on the wall near the security gate. Take cover.

Douglas Holiday, the SFOD-D demolition expert, arrives after the battle and clears an exit near the locked security gate.



OBJECTIVE: ESCORT DEMOLITION EXPERT

This is a short objective: escort Holiday to Bishop. Lead him through the newly created hole in the wall and move through the office. He follows you.

Exit the office through the far door and turn right. Turn left at the intersection and move through the lounge. Turn right at the end. Bishop has wheeled himself out of the storage closet and is sitting in the room outside. Holiday approaches him and does his work.

Lead the SFOD-D demolition expert through the hole in the wall, and then down the hall to Bishop.

As Holiday works, a fire alarm goes off, taking the elevators offline. You need to find out what's causing the alarm.

OBJECTIVE: INVESTIGATE THE CAUSE OF THE FIRE ALARM

There is a newly opened security gate nearby. Go through and turn left. As you move, you hear Better's ask Bishop why he was taken hostage. Bishop explains that they were interested in Harlan Wade. Bishop and Wade's daughter, Alice, were on a taskforce to study the Auburn District over the last 25 years. But, according to Bishop, "nobody told us what it was for." Bishop further explains that Alice Wade's office is on the Armacham executive building's sixth floor.



Leave the demolition expert to do his work and go through the newly opened security gate nearby.

Follow the hall around to the left. You come to a reception area, containing a stairway going up. Before climbing the stairs, grab the med kit from the desk. Go around the right side of the desk to find a small cluster of offices. One of these offices contains a med kit on a desk. At the back of the office are a Health Booster, body armor, and a combat shotgun.

HEALTH BOOSTER



Move around the right side of the reception desk and enter the hall.



The hall leads to several offices. The office to the left contains a med kit.



The office at the back contains body armor, a shotgun, and a Health Booster.

Return to the reception area and climb the stairs. Move down the hall and around the balcony. This balcony overlooks the room where you first engaged the Replicas during this mission. There are dropped weapons up here, so grab them if you need the ammunition. Two offices are on this upper level. Enter the first office to find a phone with new voicemail.



The stairs lead to the balcony overlooking your first battle site in this mission. The first office on the right contains a phone with voicemail.



VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Alice Wade.

Hey, Aldus. It's Alice Wade. I put some photocopies in your mail basket. It's a bunch of news articles I dug up about Auburn from the last 25 years. There's a surprising amount of corroboration of the physical symptoms that old woman told us about. Seems a lot of people over the years reported feeling uncomfortable or nauseated after spending any amount of time there. But if it was some kind of chemical or radiological contamination, why didn't the city find anything in the soil or groundwater? It doesn't make a lot of sense. Oh well. Talk to you soon.
End of messages.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Marshall Disler.

This is Marshall! Something's happening over here at the Perseus Compound. I can hear gunshots, but the security system just went down, so I don't know what the situation is. Just send all available security teams to lock this place down. I'll call back once I have a better idea what's going on.
End of messages.

This explains why Armacham was interested in Auburn. Something in Auburn was making people feel ill. The abandoned hospital in Auburn has some link to Fettel, as well as to you. Fettel said you were born there, and that he knows because he "was there." So what was the cause of the illness? Is it linked to your visions? You're getting closer to real answers that'll tie up all these loose ends.

Now, though, the most pressing question is what caused the fire alarm to activate. Leave the office and continue along the balcony. It leads to a short hall, which leads to a pair of elevators. One is open. One is closed and covered with blood. Neither is operational.



The balcony leads to another pair of elevators. A control room is nearby.

Walk past the elevators and look left. There is a control room here. Enter the control room through the door to the right. Before using the controls, grab the med kit and use the phone to listen to the voicemail.

Enter the control room and listen to the voicemail. Use the control panel to shut off the alarm.



Alma appears in the control room window.

Bettors contacts you to say the elevators are working again, but the security gates are shut, so you can't return downstairs to join the others. Bishop tells you to find another way to the roof to meet Bishop and Holiday.



After your encounter with Alma, enter the elevator.

REJOIN HOLIDAY AND BISHOP ON THE ROOF

Enter the elevator and use the controls. The elevator sputters and stops on a floor under construction. Grab the med kit from the stack materials. Jump onto the barrel in the corner, and from there up to the stack of materials. From here you can jump to a small ledge to the right. Crawl along the edge to the grate at the end. Smash it and crawl through.

Jump onto the barrel, then jump onto the stack of materials. From there, jump to the small ledge and crawl to the grate.

Crawl through the duct a short way until you reach another grate. Smash it and crawl through to drop to the room beyond.

An elevator shaft here is filled with blood and bodies. As you approach it, another body is added to the heap. Grab the med kit from the wall and go through the wooden door.



Go through the open window and step onto the ledge. Follow the ledge around to the next office and climb through the open window.



Exit the office. You're on the other side of the security gate. Turn right and follow the hall. It leads to a construction area. When you approach, you hear Replica radio chatter. Take cover, and attack them as they enter.



The elevator shaft is full of bodies.

There's a laptop on the small table in the next room. Use it to access the data.



A small Replica squad attacks you as you enter the construction area.

Grab the med kit from the shelf, then move to the opening on the room's right side and lean through. Another squad of Replicas is on the way. Wait for them to approach the explosive barrel near the doorway ahead. Fire at the barrel when the Replicas get close. Activate SlowMo and eliminate any survivors.



Wait for the next group of Replicas to approach the explosive barrel, then fire at it to take a number of them out.

DATA

BRIEFING DATA
VOICE MAIL VISION

The data is uploading now. Well, this confirms the point of Perseus was to train telepathic commanders to work with clone soldiers, although it looks like Paxton Fettel was the only commander in the program. The weird thing is that they refer to him as the second prototype.

Go down the hall. There's a locked security gate next to an empty office. Find a way around this gate.

Enter the office. Two of the windows are missing. Go through either of the open windows and step out onto the ledge. Turn left and follow the ledge around to the next office. The far window of this office is open. Go through the window, and grab the med kit from the tool chest.

The next area is made up of two open rooms. There are body armor, weapons, and two fragmentation grenades on a stack of materials in the left room. Grab more body armor and weapons from a stack of materials in the right room. Move through the nearby door.

Proceed cautiously. Lean around the first corner to see more Replicas guarding a short hall. There are three Replicas here, and at least one will try to take cover behind the low wall at the far end. Fire at the explosive barrel when any of the Replicas are close, then charge in with SlowMo activated to clear the hall.



Lean around the wall to target the explosive barrel. Fire at it when any of the nearby Replicas approaches, then finish off the survivors.

The left and right passages lead to the same place. There are two med kits to the right, so go that way. Be careful as you grab the second med kit. It is right next to an explosive barrel, and if a Replica attacks you, it may instantly kill you.

Instead of charging into the next room, back away. If a Replica spots you, activate SlowMo to get away from the barrels. Otherwise, move back and around to the other doorway. This leads to the same balcony, but keeps you safely away from the barrels. The Replicas on the balcony attack, so fire at the barrels nearby to take them out. They try to flank you around the other side, so watch your back if you don't get them both before they move out of sight. When the Replicas are dead, wait for the fire to die down, then move forward.



The balcony ahead contains several explosive barrels and is guarded by Replicas.

Move to the balcony's far end and turn right. Continue around this second balcony, and grab the equipment from the stack of materials. There are body armor, fragmentation grenades, and weapons.

Walk to the gap in the railing and drop to the scaffold. Drop to the scaffold's second level, then drop to the floor. Grab the med kit from the stack of wood. As you descend, Betters lets you know the rescue team has given up on finding Jankowski at the warehouse.



Jump from the gap in the railing to the scaffold, then to the floor.

Go through the short hall to the elevators, then take cover against the wall. The next room is heavily guarded, and there are Replicas on both the upper and lower levels. Take out the Replicas on the ground level, and kill any on the balcony that come into view.



Take cover in the doorway and attack the Replicas in the next room.

Move in and take cover against the crates near the doorway. Take out any remaining Replicas on the balcony, and make sure the ground floor is clear. The Replicas from the upper level may disappear and descend to you, so be alert as you grab the body armor and weapons from the middle of the room.

When the fighting stops, jump up the crates near the door through which you entered. From the crates, jump to the ledge and follow it around to the balcony.



Grab the equipment, then jump up the crates to the ledge. Move along the edge to the balcony and go through the double doors.



Grab any dropped weapons, then go through the double doors. There's more equipment in the next room: a med kit, proximity mines, and weapons. Pick up everything you can use, then move around the corner.

A large group of Replicas guards the room below. You have the height advantage, so keep moving and firing down on them. Hit the two explosive barrels when Replicas are nearby. When the room below is empty, grab the Reflex Booster from the balcony.

Use your height advantage, and the explosive barrels, to take out the large Replica squad guarding the room below.



Cross the walkway and head down the stairs.

Turn left at the elevators and go down the hall containing the Exit sign. The hall leads to a stairway. Climb the stairway. As you reach the second landing, you hear that Holiday and Bishop have reached the roof. The stairs end here, but you can jump from a toolbox to the next landing.

Go up the wooden planks, and grab the med kit from the toolbox as you pass by. When you reach the top landing, jump onto the toolbox and, from there, jump to the scaffold. Walk across the wooden plank to the far landing, then hop over the barrier to access the roof.

REFLEX BOOSTER

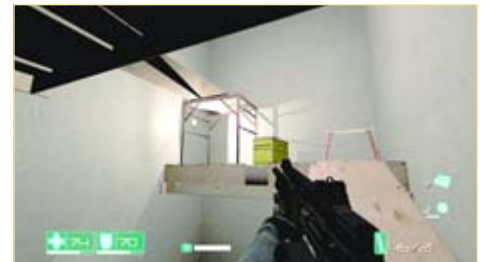


The Reflex Booster is in plain sight on the balcony's far side. Grab it as you fight the Replicas below.

Don't drop from here unless you don't mind taking damage. Instead, return to the double doors through which you entered. Go through the doors and turn right. Cross the walkway and head down the stairs.

If you left any Replicas alive when fighting from the balcony, they'll be in the vicinity. Proceed down the hall and into the next room. Grab the body armor and weapons from the box in the corner, and collect the ammunition from the dead soldiers on the lower level.

Proceed up, around, and over the various nonthreatening obstacles in the stairway to reach the roof.



EXTRACTION: BLINDSIDE

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative freed Aldus Bishop who was interrogated about Harlan Wade (whereabouts unknown). He said Wade's daughter Alice may be a Replica prisoner. Holiday is escorting Bishop to the roof for evac.

MISSION: F.E.A.R. operative will meet Holiday at the heli landing zone (HLZ).

You've learned more interesting information that ties Armacham with the Auburn situation. After being rescued by Holiday, Aldus Bishop mentioned that he worked with a woman named Alice Wade on a project studying the Auburn region over the past 25 years. You heard a voicemail from Ms. Wade outlining her findings: Residents and visitors to Auburn came down with a strange illness.

Auburn is an important piece in the puzzle. But how all the pieces—Fettel, Alma, Auburn—fit together is unclear. Was Auburn the site for one of Armacham's projects? And if so, which project? And what did it entail? Hopefully Bishop can provide answers. You need to get to the roof and meet him and Holiday for evacuation.

OBJECTIVE: REJOIN HOLIDAY AND BISHOP ON THE ROOF

You are standing at the stairway's top. The exit to the roof is ahead, but this isn't the area where you are to meet Bishop and Holiday—you have a ways to go before you'll find them.

Move forward to the red door and open it. It leads to a small room with a door and a window looking out on the roof. Crouch and approach the window. Ready your assault rifle or Penetrator and stand up. Two Replicas move at the roof's far end. They move toward you—take them out as they approach.



Take cover by the window and attack the two Replicas outside on the roof.

Exit through the door and collect the

Replicas' weapons. Some of the enemies up here carry ASP rifles, which come in handy as you progress across the rooftops. More Replicas are incoming from the ducts to the right. Take cover and attack them as they approach. They try to flank you by moving around the ducts near the roof's edge, so watch your back if you move forward to engage them.



More Replicas move in from among the ducts.

Move through the ducts and stop at the low wall ahead. You look down on another section of roof. You see a Replica hop a railing ahead. He makes for cover among the ducts, so take him out before he has a chance. This is a good place to use the ASP rifle if you can get a headshot as he moves. Otherwise, use your preferred longer range weapon.



Stop at the low wall and take out any Replicas you see below.

Your gunfire may attract more Replicas on the roof below. Take them out from up here, but watch your right side, because they try to sneak up the stairs to surprise you. When the lower roof looks clear, turn right and head down the stairs.

Move through the ducts. There's a small platform to your right—keep to the left of the large duct in the roof's center of the roof as you pass the platform. More Replicas are here—draw them down to eliminate their height advantage. As they come into view, activate SlowMo and use your shotgun to take them out. Use a med kit if needed because there's more fighting ahead.



More Replicas guard the doorway on the low platform.

Enter the doorway and take cover near the wall to the right. A small squad of Replicas enters the room on the far side. There is a power box on the wall near their position. Fire at it, or toss a grenade, to injure or take out some of them. Eliminate the survivors.

CAUTION

AS YOU ENTER THE BUILDING FROM THE ROOF, YOU ARE STANDING CLOSE TO A POWER BOX. DON'T GET TOO CLOSE TO IT, BECAUSE YOU'LL BE BADLY DAMAGED IF THE ENEMY HITS IT.



Fire at the power box as the Replicas enter on the room's far side.

Turn right and enter the office. More Replicas are coming this way, so don't let your guard down. The office has a med kit, body armor, weapons, and two fragmentation grenades. Collect what you need and head down the steps.

Turn left and follow the passage. More Replicas attack as you move forward. As they attack, they attempt to move out of the area. If they make it, they will move around and come back behind you. Prevent them from doing so by using SlowMo and killing them when you see them.



The rooms to the right of the entrance contain more Replicas and some needed supplies.

Head up the next flight of steps and grab the med kit from the toolbox. Go through the doorway.

You are in a short corridor. There are supplies ahead, but don't go that way yet. Instead, go left. You come to a room full of machinery. This is the far side of the room you entered from the roof. The machinery divides the area into two sections. The left leads to the entrance. In the right section is body armor. Grab it.



The halls lead you to the room in which you entered. Grab the body armor from behind the machinery.

Return to the short corridor. Turn left and grab the med kit and the assault rifles. Go through the doorway. You come to an elevated area with a desk and a railing. There's a radio on the desk with a news report about the situation at Armacham. The report contains history about the company, which "specializes in satellite technology and advanced weapons systems."

Hop the railing. There's an elevator ahead, but it closes as you approach. Grab the med kits from the table and the ASP rifle near the elevator. Move around the corner ahead.

As you round the corner, Holiday and Bishop climb into the helicopter. Holiday shouts, "We're taking fire," over the comm, and the helicopter takes off. Holiday tells Better's that ATC security attacked them, and that Bishop was hit. Holiday has a theory that the ATC forces were trying to keep Bishop's "mouth shut about something." Better's says he'll look into it.



You reach the roof, but Bishop and Holiday are in flight, fleeing the ATC security forces who attacked them.

**OBJECTIVE:
ELIMINATE THE ATC THREAT**

Move onto the roof. ATC security guards hide among the ducts near the stairs ahead. Activate SlowMo and rush them, or take cover near the doorway and use the ASP to zoom in and attack them.



ATC security guards are hiding among the ducts near the stairs.

NOTE

ATC SECURITY FORCES, THOUGH DANGEROUS, AREN'T AS TACTICALLY ORGANIZED AS THE REPLICAS, WHICH MAKES THEM A SLIGHTLY EASIER OPPONENT TO FIGHT.

Take cover near the ducts and ready the ASP. A guard on the far roof snipes at you. Zoom in and take him out, as well as any other enemies you can target from here.



Take cover near the ducts and use the ASP to eliminate any ATC forces you can see on the far roof.

Go down the stairs to the lower section. Several guards are here. They attack from the raised platform ahead, attempting to jump over it and take cover among the ducts to the right. Stay crouched among the ducts and wait for them to come into view.



Stay crouched in the ducts and take out the ATC security guards as they come into view.

The elevated walkway has a door, but don't go through it yet. There's another entrance to the building that makes fighting the ATC security team more manageable. Move to the right of the platform and go forward to the roof's end. Go through the door to the right.

Follow the hall to the right. There are two security guards on the platform ahead. They take cover behind a large crate when they see you, so activate SlowMo and rush them. An assault rifle is on the platform.



Go through the door on the roof's lower level, and attack the guards stationed here.

Turn left. Kill another guard in the hall and continue forward. You emerge under a large stairway. More guards are coming down the stairs. Kill them before they can attack. If they are already on the ground level, fire at the nearby power box to take them out.



Follow the hall around to the large stairway.

Before climbing the stairs, collect any equipment you can use. A Penetrator leans on the wall near the stairs and an assault rifle leans against a barrel nearby. Find a med kit on some shelves near the doorway, which leads to the elevated platform on the roof.



Climb the stairs. Grab the body armor on a crate at the top, and go down the small passage to the right to find a med kit attached to the wall.



Pick up the armor and med kit from the upper level, then go through the door to the roof.

A tiny, dark alcove leads to a wooden door. Open it and step out onto the roof. Collect the weapons from any fallen ATC guards nearby—you sniped these guards right after Bishop and Holiday fled the scene. Walk to the other side of the roof and look down. You see a small group of ducts and a door below. Two guards emerge from the door. Kill them, then jump over the ledge and go through the door.



Kill the guards, then jump the ledge.

Grab the med kit from the toolbox when you enter the building. Follow the hall to the left. Find another med kit on a shelving unit here.

Walk to the railing. Two ATC guards attack from across the large shaft. Attack them (or don't—it doesn't matter, as you will soon see). The only way across the gap is to use the duct as a bridge. Jump onto the duct and move across. You make it halfway before it breaks, and you fall a long way down.



ATC guards attack from across the gap. Jump on the duct and run across to the other side.

OBJECTIVE: FIND A WAY BACK UP INTO THE MAIN BUILDING

You fall quite a distance before you splash into a deep pool of water. You are in the basement of the Armacham building, out of comm range, so Better's has no way of reaching you for the moment. You need to find a route back up to the main section of the building.

Swim to the ladder and climb out. There's only one accessible exit: a small hall with several pipes running down the side. At the end of the hall is a locked gate. Note the sign above the gate: "DANGER HIGH PRESSURE GAS LINE." The air looks fuzzy. Shooting a weapon around here isn't a great idea.



This locked gate is the only exit.

This is the only way out. Fire a shot at the lock. When you do, the gas line explodes. Hit SlowMo and run toward the water. You don't make it, but the explosion pushes you the rest of the way.



The shot causes an explosion, and it throws you into the water.

Climb out of the water. The gas line has exploded and the fire jet blocks the newly opened gate. Luckily, you've accidentally created another exit. Before leaving, though, head down the hall. Part of the fence was blown open by the explosion, allowing you to reach the Reflex Booster behind it.

REFLEX BOOSTER



Head down the hall toward the fire.



When you reach the end, turn left. The Reflex Booster is lying on the ground.

Return to the platform near the water. One section of the upper platform has been damaged. It's hanging down, making a decent ramp to the upper level. Jump onto this section, then move up to the walk. Follow it around through the dark hall and open the door.



Jump onto the damaged section of walkway to reach the upper level.

TIP

YOU WON'T ENCOUNTER ENEMIES FOR AWHILE, AND THEY'LL ALERT YOU TO THEIR PRESENCE BEFORE YOU ENGAGE THEM. YOUR GOAL IS TO FIND A WAY OUT, SO EXPLORE THE BASEMENT.

As you move through the door, the building shakes. Could that have been an aftershock from the explosion? There's a med kit on a wall nearby, but you can't access it from here. Move through the room to the right and into the hall—it's the only exit.

The hall leads to a small set of stairs, which lead to a dead end. Turn around. You see a small crawlspace running next to some pipes. Enter the crawlspace.

The first hall seems to lead to a dead end. Turn around to find a crawlspace.



Crawl forward. More explosions rock the building, but don't worry. They'll inconvenience you, but you won't get harmed as long as you proceed with caution. The crawlspace leads to another hall. Take a left at the first intersection. It leads to a dead end, but you can grab a med kit from the wall.



Turn around and head back. Turn left and continue through the hall to the metal walkway. It runs over a large gap. Move forward. Another explosion sends several large pieces of pipe down from above, knocking away a large section of the walkway (and opening a gas pipe at the far end, which catches fire).



As you move forward, another explosion causes two large pipes to fall, destroying the center section of the walkway.



You can't move forward, and you know there's no way out behind you. There's only one way to go: down. Don't jump! Look down. There is a small ledge below you. Drop to it. Crouch and move under the walkway. It leads to another crawlspace full of pipes. Crawl through the passage.

Look down to see a small ledge below you. Drop to the ledge, then crawl under the walkway to find a small crawlspace.



The passage leads to a large room. Debris is knocked around from the recent explosions, but there's nothing of use. Climb the ladder to the raised area, then follow the hall to the end.



The door to the right is blocked by a flaming pipe. There's no getting through this way. Turn around and move down the hall to the metal walkway. This is the far side of the walkway that was demolished by the falling debris. There's a ladder here, but it, too, is blocked by a flaming pipe.



The doorway is blocked by flames.

The solution is right under your nose. Or your feet, to be precise. Just as on the other side of the gap, there is a small ledge

beneath you, and you can drop to it from the walkway. Do so, then crouch and crawl under the walkway to the small passage. Crawl through the passage to the end. It turns right, then opens into a large room.

You can't climb the ladder, but you can drop to the ledge. Do so, then crawl under the walkway to the crawlspace.



As you enter the room, you hear a noise from the ceiling above. A grate opens, and into the room drops a corpse. Not just a corpse, but an incinerated skeleton. Apparently, Alma is nearby.



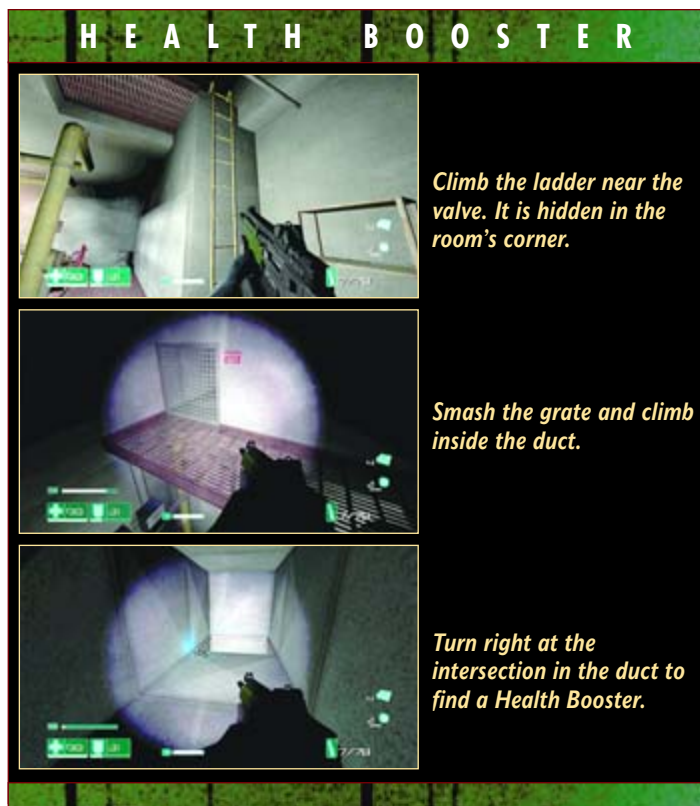
This smoldering skeleton looks like Alma's work.

There's a med kit on a table. Grab it, then climb the stairs to the raised area. There's a valve here. Turn it. This shuts off the flames blocking the door. You can exit now, but don't.



Turn the valve to shut off the gas, permitting access to the door and the ladder outside.

First, turn left from the valve and walk forward a few steps. Turn around. There's a ladder here, hidden by the corner. Climb the ladder to a small grate. Smash the grate. Crouch into the duct and crawl forward. Take the first right to find a Health Boost



HEALTH BOOSTER

Climb the ladder near the valve. It is hidden in the room's corner.

Smash the grate and climb inside the duct.

Turn right at the intersection in the duct to find a Health Booster.

Exit the room through the now-accessible door. Walk down the hall, turn right, and climb the ladder. As you reach the top, you see Jankowski peering around the corner ahead. "They left her in darkness," he whispers. "They left her to die."



The ghoulish Jankowski greets you at the ladder's top.

Turn the corner where Jankowski appeared. The hall leads to a large room. There's an elevator here, but it's inaccessible. Turn right and move down the hall. Turn left at the end. Ignore the stairs for now; they don't lead anywhere useful.



The elevator here is inaccessible.

A short bridge leads over a concrete trench. There is a passage in the trench, but it's blocked by crates. Don't drop into the trench. You'll take damage, and you'll have to climb back up. Instead, cross over the short bridge and turn right. Walk up the stairs to the platform. Turn a valve here. The trench fills with water and the crates float to the top.

Cross the bridge and climb up to the platform with the valve. Turn the valve to fill the trench with water.



Jump into the water and swim forward into the passage. It's dark, so turn on your flashlight as you swim. Swim until you see an opening above. Swim up and into the room. Climb the ladder to exit the water.



Jump into the water and swim into the passage.

You emerge in another large room. A ladder leads to an elevated walkway, a locked gate (which, even if you shoot the

lock, is blocked and inaccessible), and a switch on the wall. Flip the switch. This runs power to the elevator.



Flip the switch to restore power to the elevator.

Either swim or climb up the ladder to the upper walkway. Both lead to the same room. The latter option leads you through a dark

passage to an opening near a broken walkway. Drop from the opening into the room.

Climb the ladder and follow the walkway to the valve room.

When you drop, you hear the mechanical rumbling of the elevator's descent. Ready your shotgun as you move to the hall. The elevator opens, and two Replica troopers step out, accompanied by a Heavy Armor. Toss a grenade at the elevator before they exit. Use SlowMo and the combat shotgun to kill the Heavy Armor, then take out the Replica troopers.

Enter the elevator and use the controls when you eliminate all three enemies.

Two Replicas and a Heavy Armor arrive in the elevator as you approach. Eliminate them, then enter the elevator and use the controls to ascend.



INTERCEPTION: SAYONARA, SUCKER

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. combat operative has resurfaced after being temporarily out of contact. F.E.A.R. coordinator is tracking Paxton Fettel on the far side of the research area.

MISSION: F.E.A.R. operative will traverse research area to intercept Fettel.

You're in contact with Better. You haven't learned much, but there is one strange development. The Armacham security forces attacked Bishop as he and Holiday escaped. Holiday thinks the attack was intentional, but why would they attack one of their own employees?

The attack forced you to stay behind, but it may have been a lucky break. Better informs you that he's picked up Fettel's tracking signal at the far end of the Armacham building's research area. Fettel is your primary target, so your evacuation will have to wait.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

As you emerge from the elevator, you see a large Replica squad. They are discussing the fact that someone is hiding in the area, but that he should be taken alive because he may have "codes for the Vault." If you catch the fugitive's name, you might not be surprised: it's Norton Mapes.

While they chat, you have a brief moment of safety before they spot you. Arm your shotgun, activate SlowMo, and move around the room killing the nearby Replicas. Take cover.



You have a few moments of safety before the Replicas spot you. Use that time to take out Replicas with your shotgun.

More Replicas emerge from the guard room ahead. Use the crates for cover, but move quickly if they throw a grenade your way. If you have enough power for more SlowMo, use it and rush them with the shotgun. Otherwise stay covered and attack with the assault rifle. You will be able to get them through the window if they return to the guard room, or flank them as they move through the shelves.



Stay covered as more Replicas descend on you from the guard room.

Find body armor and weapons leaning against a crate near the broken security gate. Enter the guard room for more equipment: fragmentation grenades, weapons, a med kit attached to the wall, and body armor on the desk.



The guard room has a good equipment stock.

Exit the guard room and turn right in the hall. Better contacts you to say he has been trying to contact Genevieve Aristide, the president of Armacham, but that he can't track her down. "Maybe she doesn't want to be found," he says. If she's behind the ATC security attacks, he may be on to something. Maybe you can find a clue.

Move down the hall. There's a locked security door ahead. Through the glass is a Reflex Booster, but there's no way to grab it yet. Go through the automatic door to the right.



You can see a Reflex Booster through the security doors to the left, but there's no way to access it at the moment.

The door leads to a lab. Move around the unit in the first room's center to find a proximity mine on a desk under the clock, then head into the next room to find a med kit. Move down the narrow hall to the glass door. There's another locked security door ahead. Turn left and climb the stairs.



The security doors are locked.

INTERCEPTION: SAYONARA, SUCKER

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As you enter the lobby, you see a strange figure in the corner near the elevator. It's Norton Mapes. He tells you that the elevators are offline. The only way to get them back online is to find the security office and override the lockdown.



Norton Mapes is here, hiding near the elevators.

OBJECTIVE: OVERRIDE SECURITY LOCKDOWN

Considering how helpful Mapes was during your last encounter (that is to say: not helpful at all), you may be hesitant to follow his advice. You need to get the elevators operational, though, so you have to find this security office he told you about.

Turn around and move down the corridor to the glass door. The hall turns left, where it dead-ends at two empty offices, and to the right. Turn right and grab a proximity mine on a desk. Enter the office across the hall.



Look at the desk on the right to find a proximity mine, then enter the office on the left.

Move through the office to the hall. Go through the automatic door. Inside this examination room is a med kit, a Health Booster, and a phone with voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from an outside number.
Jason, it's me! I just saw the news! Please call me back and let me know you're OK! I'm really freakin' out.
End of messages.

HEALTH BOOSTER



In the hall following your encounter with Mapes, go through the office into a small hall.



A Health Booster is on an examination table in the room ahead. Go through the automatic door and grab it.

Return to the hall and go through the automatic door. This leads to another lab, and you can find some remote bombs on the desk. If this equipment worries you, it should. As you exit this lab, a large squad of Replicas runs past a window ahead.



Through the window ahead, you can see a large squad of Replicas entering the area.

Rush forward and take cover near the low walls outside the next lab area. The Replicas must come through this area to reach you, so lay down proximity mines or remote bombs to eliminate some of them as they approach. Stay down near the wall, and attack anyone who tries to leave the lab. Pop up and fire at any exposed Replicas, then take cover again. This is a good place to use your grenades, if you've been saving them.



Take cover near the low wall outside the lab and engage the Replicas from that position.

After the squad is wiped out, enter the lab. Grab the med kits. More Replicas are incoming, so take cover, or activate SlowMo and take them out with the shotgun. There are fewer, and they won't have time to take up positions.

FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE



More Replicas attack as you move through the lab.

Continue into the next room. There's a cabinet unit near the wall. Search the far side for a med kit, then move around the desk into the short hall. This leads to a longer hall. Turn right and follow it to the end, then turn left and continue. Go through an automatic door.

Look on the cabinet's far side for a med kit, then enter the long hall and follow it to its end.

The door leads to another lab. Two Replicas head up the stairs from the other side as you enter. Take cover and attack them. Search the room for equipment. There are good weapons, body armor, and a med kit on the table in the center, and a Penetrator leaning on a crate. The best item of all is hidden behind a fence near the exit: a MOD-3 Multi-Rocket Launcher.

A small group of Replicas attacks in the next lab. Eliminate them, then search the room for equipment, including a hidden rocket launcher.

Walk down the steps and through the concrete tunnel. As you come to the tunnel's end, there is a Replica at the top of the stairs ahead. He's already spotted you, so activate SlowMo and rush him. Don't use the rocket launcher, as tempting as it may be. The shotgun is sufficient.



When you exit the concrete tunnel, a Replica attacks. Activate SlowMo and rush him.

More Replicas are at the top of the stairs. Take them out with the shotgun. If SlowMo runs out, take cover behind the cabinet in the corner, but you will have plenty of energy, and health, to clear the room quickly. Search the desk near the steps for light body armor and an assault rifle. A med kit and a combat shotgun are on a cart near the stairs, and a med kit is on a desk on the upper level, next to a laptop.



The labs are well-stocked with equipment.

DATA

BRIEFING DATA
VOICE MAIL VISION

Here's some more information about Fettel. He was developed as part of a project called Origin. It says the first prototype didn't work out. Fettel was the second and there was never a third. They pulled the plug a few years after he was born.

Exit the lab through the automatic door on the upper level. To the left is a locked security door. To the right is a small balcony overlooking a lounge. As you look down on the lounge, Replicas attack from across the way. You can attack from your current position, but you have a narrow range of sight. It's better to drop to the lounge and fight where you have more mobility, even if you're giving your enemy the height advantage.



Drop into the lounge.

Use the walls for cover and attack the Replicas on the balcony above. One or two may jump the railing, so kill them as they are in motion, or after they hit the ground. Take cover and wait for them to pop up into view. They have a distinct advantage, but you can get them with well-aimed headshots.

INTERCEPTION: SAYONARA, SUCKER

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Use the walls for cover and attack the Replicas as they pop up from cover. If they hop the railing, get them as they drop.

Go around the corner. There's another locked security door to your left, and an office to your right. Through the office window are several inviting things: a blinking phone, body armor, a med kit, and a control panel. This is the security office.



The security office contains useful equipment and a phone with an important voicemail.

Enter the security office. Grab the equipment and listen to the voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First new message from Genevieve Aristide.
John, it's Genevieve. It seems the senator's plan failed. His special forces team has been unable to neutralize Fettel. We should assume the worst. Instruct the security force to repel all outsiders. We need time to clean things up. End of messages.

So, the security force was attacking on orders from Armacham's president. And Armacham is trying to "clean things up." You need to get some answers before everything is wiped away.

Use the control panel to override the lockdown. The working security doors are now open.



Use the panel on the console to open the security doors.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

The door near the security office is open. Go through. You are at the foot of the stairs leading up to the elevators, but don't climb up yet. Instead, head to the start of the research area to find the Reflex Booster.



Before heading upstairs, grab the Reflex Booster.

REFLEX BOOSTER



After opening the security doors, pass the stairway and head back through the labs.



Exit through the automatic door and turn right. The Reflex Booster is on a shelf ahead.



Enter the office and take the Reflex Booster from the shelf.

Return through the labs to the stairway. Climb up. As you reach the top, you see Mapes escaping in the elevator. "Sayonara, sucker," he says. Maybe next time, Mapes won't sweet-talk you so easily.

The door next to the elevator leads to the elevator shaft. Enter the shaft and hop over the railing to the ledge. Walk along the ledge to the ladder and climb up. It leads to a second ladder. Climb that as well.

Enter the elevator shaft, then hop the rail and climb the access ladders.

The second ladder leads to a small area with a railing. Jump over the railing to the ledge, then move across the ledge to the grate. Bask the grate, crouch, and crawl into the duct. After you enter, the duct goes down. Drop to end this section of the mission.



Jump the railing and walk along the ledge to the grate. Smash the grate and crawl inside the duct.



INTERCEPTION: UNAUTHORIZED PERSONNEL

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Armacham engineer Norton Mapes has again resisted rescue effort by F.E.A.R. point man. Paxton Fettel's position has remained stationary.

MISSION: Every effort must be made to reach Fettel before he relocates.

Fettel has not moved, so you must hurry to catch him before he finishes whatever it is he's doing here. Norton Mapes tried to sabotage you, abandoning you on the lower floors after you'd restored access to the elevators and helped him escape. The Replicas are after him, though, so he may be in more danger than he realizes. Hopefully, you can catch him before they do.

You've also learned that the ATC security forces were attacking on orders from the company's president, Genevieve Aristide. According to the voicemail from Aristide, the ATC forces were ordered to eliminate outsiders so the company had a chance to "clean up." Perhaps this is not surprising, considering the strange information you've uncovered so far. But the company must be up to something bad to be willing to engage the military just for a chance to cover it up.

Finally, there's Fettel. If you've been downloading the info from the laptops, you know that he's the "second prototype" of the Origin project. Who was the first? And why did they stop it after Fettel was born?

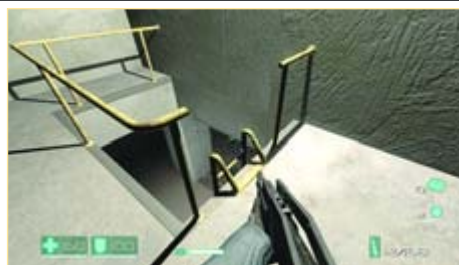
OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

You are in the ducts. Crouch and crawl forward. Ahead is a strange machine. It looks like a weapon. You can't do anything with it, but remember this point: You will need to come back here soon.



This strange contraption looks like a weapon. Remember where you saw it, because you need to return.

Turn right at the contraption and follow the dark passage. It ends at a ladder leading down. Climb down the ladder, then move around the fence into the hall. Follow the hall down to the lounge. Continue through the lounge into the next hall. Through the window ahead, you see a figure working on a console. A large figure.



Climb down the ladder and move through the hall until you come to a control room.

The area ahead is a dead end. There's an open (but useless) elevator, an unbreakable window, and a locked security gate. Through the window of the control room, you see Mapes hunched over a console. He acts annoyed to see you. "Oh, it's you," he says. You've saved him twice now, and yet his voice is filled with contempt. He also seems surprisingly calm, considering everything that's going on around him. After addressing you, he presses a button on the console, and bids you good-bye. A security turret drops down from the ceiling.



Mapes greets you with contempt, then activates the security system.



You only have a second to react before the turret senses you and fires. You can destroy the turret if you choose: Activate SlowMo and get right underneath, firing your combat shotgun at it until it explodes. That option requires you to react immediately, though. Alternately, take cover in the open elevator and fire at it from there.

TIP

TURRETS LOCK ON TO THEIR TARGET AND FIRE INCESSANTLY AFTER THEY SPOT YOU. THEY NEED TO STOP FIRING TO RELOAD, THOUGH, SO YOU CAN ATTACK DURING THEIR BRIEF PAUSE. IF YOU ARE OUT OF SIGHT FOR LONG ENOUGH, THEY SEARCH FOR OTHER TARGETS, GIVING YOU ANOTHER A BRIEF MOMENT DURING WHICH TO ATTACK.

INTERCEPTION: UNAUTHORIZED PERSONNEL

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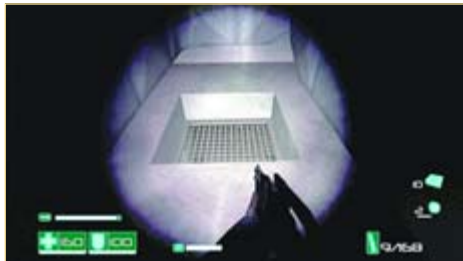


Take cover in the elevator and lean through the door to fire at the turret.

You can avoid engaging the turret all together, if you'd rather conserve your ammunition. Either way, this area is a dead end, and you need to backtrack. Return through the hall and climb up the ladder to the ducts. Remember that machine you saw earlier? That was the turret housing. It is now lowered, so you can move past it. Beyond it is a grate. Smash it and drop through.



Return to the ducts. The turret has lowered, revealing a grate behind it.



You drop on the other side of the locked security gate near the turret. Move forward and turn left. Grab some remote bombs on a cart, then go through the automatic door to the control room. Inside is a med kit.



Find a med kit in the control room and some remote bombs outside on a cart.

Exit the control room, turn right, and walk to the hall's end. Turn left at the end. Ahead is a ramp sloping down to a doorway. Walk down and take cover on the left side of the door. Another security turret is in the hall ahead, and you are warned by a computerized voice: "Unauthorized personnel will be shot on sight."

You can try to take out the turret, but this is difficult to do without taking damage. Luckily, there's an easier way. Ahead, on the hall's opposite side, is a locked gate. Aim at the lock and fire until you see it open. Activate SlowMo, run across the hall, and open the gate. Move inside and take cover against the wall. Ahead is a control box. Run over and flip the switch to disable the turret.



Lean around the corner and shoot the lock on the gate. Run across the hall, go through the gate, and flip the switch to kill the power to the turret.



NOTE

YOU CAN AVOID ALMOST EVERY TURRET IN THIS MISSION. THIS WALKTHROUGH SHOWS YOU HOW TO GET THROUGH WITHOUT ENGAGING THE TURRETS. OF COURSE, YOU CAN ATTACK THEM IF YOU PREFER, THOUGH IT TAKES A GREAT DEAL OF AMMUNITION AND WILL COST YOU A GREAT DEAL OF HEALTH.

Flipping the switch also kills the power to the hall, so you're shrouded in darkness. Turn on your flashlight, grab the med kit from the wall, and return to the hall.

Head to the hall's end, turn left, and go through the automatic door. The door leads to a lab, and in front of you, on a table, is a laptop.



Enter the lab and access the data on the laptop.

DATA

BRIEFING DATA
VOICE MAIL VISION

There's a little more here about Origin. The reason they shut it down was a synchronicity event. Doesn't say what it means, but I guess there were a few casualties.

You've heard about this "synchronicity event" through some of the employee voicemails. They said it was happening again. What is it? And why is it happening again if the Origin project was shut down?

Move into the next room of the lab. There's a med kit here, in the corner on the cabinet's far side. There are two doors. The door to the right leads to a hall with a turret, and the door to the left leads to a supply closet. Go through the door on the left.

The supply closet leads to another lab. Approach the automatic door. When it opens, activate SlowMo and run for the stairs ahead. Run down the steps and crouch under the walkway and turn right. There's an open duct here. Crawl into the duct.

Activate SlowMo, then run across the hall to the stairs and down to the duct below.



Crawl through the duct. It bends to the left, then to the right, and you emerge in a small room, adjoined by a few steps to a larger room. Grab the med kit on the wall if you need it. Walk up the steps. When you enter the next room, another turret drops from the ceiling. Crouch behind the long desk in the room's center. Stay low, and move to the end. Lean around the desk to see a grate ahead.

Shoot the grate to open it, then activate SlowMo and crawl across the last section of the room and climb into the duct.

Crouch behind the desk and crawl to the end. Shoot open the duct and crawl inside.



Turn left at the intersection (the right leads to a dead end). Smash the grate at the end and crawl out into a small supply room. Grab the body armor and the med kit. Activate SlowMo and go through the automatic door. The turret you passed is at the corridor's far end. Hurry to the right and go through the first door on your left before the turret can target you. As you enter the next group of labs, Mapes runs by a window ahead.

Activate SlowMo and head down the hall to the first door. Mapes runs by a window as you enter the next laboratory area.



Move to the window to watch Mapes run away. After he's gone, you hear a phone ringing in a nearby room. Turn around and enter the door to the right of the door through which you entered. If you answer the phone on the wall, you hear a strange noise coming from the other end. Grab the med kit from this room, then exit.



You can answer the phone when it rings, but all you hear is a strange noise on the other end.

Move through the labs and to the door leading to the next hall. Lean into the hall. There's a turret at the far end. There's also a gate nearby, but the lock is on the other side. Activate SlowMo and run halfway down the hall. Before the cart on the right side, there is a crawlspace. Crouch and crawl into the crawlspace.

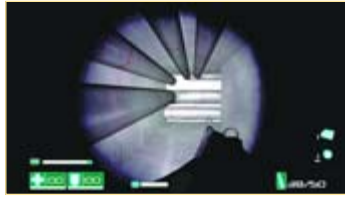
Follow the passage around. You come to the room on the locked gate's opposite side. Inside the room is a med kit and a power box. Flip the switch on the box to shut down the power to the turret. Break the padlock and open the gate to return to the hall.

INTERCEPTION: UNAUTHORIZED PERSONNEL

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There is a turret at the next hall's end. Activate SlowMo, run halfway down, then duck into the crawlspace on the right. Crawl through the passage to the end, where you can shut off the power to the turret.



Proceed down the hall. It turns right. Through a window ahead, you can see Mapes trying to squeeze himself into a vent, and having a difficult time of it. He's barricaded the door, though, so there's no getting to him. Continue down the hall.



Mapes is having a hard time avoiding you, but he'll slip away before you can get to him.

The hall leads down a ramp, then turns left. There's a small room ahead, but it contains nothing of interest other than a duct you can't reach. Activate SlowMo and run into the hall. Two turrets descend, one at each end of the hall. Enter the door on the right. Inside the lab is a phone with a blinking voicemail indicator. Use the phone to hear the message.



Activate SlowMo, then enter the hall and go through the door on the right.

VOICE MAIL

■ BRIEFING DATA
■ VOICE MAIL VISION

You have one new message. First message from Bill Moody.
This is Bill Moody. Sorry I didn't get back to you sooner, but we got a little behind schedule. I'm still out here at the South River Wastewater Treatment Plant. Anyhow, I've got some preliminary results for you. All the compounds you had me test for are present, although the concentrations are significantly higher than expected. I should have a complete report on your desk Monday morning. Talk to you soon.
End of messages.

Bill Moody was the name of Fettel's victim at the plant. He must've been among the people studying Auburn in this case, and whatever this mysterious compound they've found in the water, which is likely the cause of the condition or illness Alice Wade and Aldus Bishop were researching.

When the message ends, turn around. There's a grate in the corner, high on the wall. Jump onto the counter and smash the grate, then climb into the duct. Turn left—the right passage leads to the beginning of the previous corridor. You can go right to destroy one of the turrets, but it isn't necessary.



Jump on the counter, smash the grate, and climb into the duct.

The duct leads to a ventilation area. You can go forward, but it leads only to a dead end (where you can see a slaughtered scientist). You can also jump up to another duct. Do so, and follow the duct to a grate. Smash the grate and drop to the floor. Stay behind the corner. There's a turret nearby, and it's difficult to avoid.

Lean out from the corner and fire at it, ducking back when it locks on you, or toss a remote bomb so that it sticks onto the turret. One or two bombs will take it out. Otherwise, keep firing and ducking until it is destroyed.



Drop out of the duct and take cover at the corner. Lean out and destroy the turret.

NOTE

YOU DON'T NEED TO DESTROY THE TURRET. YOU CAN ACTIVATE SLOWMO, RUN UP THE STAIRS AND CROUCH BEHIND THE WALL, THEN STAY LOW TO AVOID IT.

Go up the stairs ahead. There's one more turret at the hall's far end, but if you move fast it won't hit you. Follow the raised area to the left and head through the automatic door.

Move down the stairs and grab the med kit from the wall. Enter the crawlspace at the bottom of the stairs.



Grab the med kit and enter the crawlspace.

The passage splits to the right and left. To the right, find a med kit sitting next to a researcher's body. The left leads to a ladder. Climb the ladder into a small storage room, then exit into the hall.

The hall turns left ahead, then leads to a large open room. As you approach the room, you hear glass crashing and see two Replica soldiers rappelling in. Activate SlowMo and engage them as they land. Two more Replicas are incoming. Kill them both, then heal up.



Two Replica soldiers rappel into the large lobby as you enter.

As you leave the lobby, note the room on your left. Jump up, over the railing and into the room. Sitting on a table is a Reflex Booster and a med kit. There is also a med kit in the adjoining lab.

REFLEX BOOSTER



After fighting the first Replica squad, jump up to the room on the left.



The Reflex Booster is on the table inside.

After grabbing the booster, return to the hall and move cautiously to the end. Lean around the corner into the next room. Inside are numerous Replica soldiers. There's a security turret as well, but it's already disabled. Activate SlowMo and enter the room. Turn right and aim at the explosive barrel under the turret. Fire at it to take out any Replicas nearby.



Shoot the explosive barrel under the turret to take out any Replicas standing in the detonation area.

There are lots of Replicas in this room. Keep moving as you fight them, because otherwise you'll be easily flanked. This area is made up of two large rooms, each with a large lift in the center. The rooms border a central control room. Don't worry about the control room until the Replicas are all dead.

As you fight, you pass numerous explosive barrels, power boxes, and fire extinguishers. Be careful as you move by them. Avoid using them to take out the Replicas, though, because you may need to use them in a moment.

After you eliminate the Replica squad, search the area for equipment. There is plenty, including body armor, fragmentation grenades, weapons, and a rocket launcher leaning against the window of the control room. There's also a med kit in the dark lab across the hall.



After you defeat the Replicas, scour the area for equipment. Grab the rocket launcher from outside the control room.

INTERCEPTION: UNAUTHORIZED PERSONNEL

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Go through the automatic door near the rocket launcher. There's more equipment inside. Grab it all, but arm the rocket launcher. Go through the lab and into the next room, which is the control room. Approach the console. When you're ready, activate the console. The lift lowers in the next room, and on it arrives a R.E.V.6. Power Armor Replica.

Use the controls on the console. The lift lowers, bringing with it a R.E.V.6. Power Armor Replica.



The Power Armor attacks. Its primary attack is a multirocket launcher attached to each arm. When it spots you, several rockets fire your way. Activate SlowMo and run for the exit behind you, then toggle SlowMo off.

The Power Armor is not only intimidating, it's fast and agile, considering its bulk, so don't expect to have too much downtime during this fight. Keep moving as you fight it, and activate SlowMo when it fires so you can avoid its rockets.

Hit it with rockets and lay traps using proximity grenades and remote bombs. Lure it near the explosive barrels and fire at them to cause a great deal of damage (avoid the barrels). When it sparks blue electricity, it is almost dead. Keep hitting it with rockets until it falls.

Fire rockets at the explosive barrels as the Power Armor passes them to do a great deal of damage. When it shoots blue electrical arcs, it is almost dead.



When the Power Armor falls, go to the lift on which it arrived. On the lift is a small control panel. Use the panel to raise the lift. Move through the storage area to a concrete hall. Enter the small office for weapons and body armor, and continue into the next storage area. Climb the ladder up to the catwalk.

Ride the lift up to the storage rooms. In the second storage room is a ladder leading up to a catwalk.

Follow the catwalk to the meter room. Turn on the flashlight and crawl into the crawlspace here. It leads to a roof section with one ceiling panel knocked away. If you turn around, you can see another section of this crawlspace, but you can't access it. Drop through the ceiling to the hall below.



Enter the crawlspace, then drop into the hall through the missing ceiling panel.

You land outside a room filled with flashing lights, which indicate an emergency.

An announcement comes over the speaker that the lab is on lockdown. Toxic gas is leaking in the next room.



Toxic gas is leaking in the next room.

Facing the windows, turn right and head to the hall's end. Move around the fence and climb the ladder. At the ladder's top is a passage leading forward. Don't go there yet. Turn around. There's a grate behind you, and nearby is a dead body on a section of the ceiling. This is the area you saw a moment ago, and there's something special inside.

Break the grate and crawl through the duct. It leads to the body. Grab the weapon here: it's the Type-7 particle weapon.

Climb the ladder and turn around. Break the grate and crawl through the duct to find the Type-7 particle weapon.



Exit through the duct and head through the passage by the ladder. Climb the next ladder and move through the crawlspace to the grate looking down on the lab. Break the grate and drop through. Use the control panel to shut off the gas in the lab. You can now enter the lab. Before doing so, head up the stairs. In the small office is a phone with voicemail and a Health Booster. Grab the booster and listen to the messages.



The control panel shuts off the gas in the laboratory.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have two new messages. First message from Bill Moody.

Hey Janice, it's Bill Moody. Iain Hives sent me down to South River Wastewater Treatment Plant to do some wastewater analysis. I'm concerned about my findings since that effluent comes from residential areas. It may be originating in Auburn, which might actually explain a lot. I'm going to send you a copy of my report so that you can make sure the proper people are informed.

Next message from Iain Hives.

Hi Janice, it's Iain. Wanted to give you a heads-up that you might be getting a call from Bill Moody. I think the best course of action would be for you to act like you give a shit about his concerns. I think all he really wants is to believe someone in authority is taking the ball and running with it. I think I fucked up by blowing him off, so I'm guessing he'll run to you. Anyway, let me know how it works out. End of messages.

HEALTH BOOSTER



After shutting off the gas in the lab, walk up the dark stairs to the office.



Turn left and grab the Health Booster from the far desk, and grab the med kit as well if you need it.

Go through the automatic door near the control console and walk down into the lab. A table in the lab's center holds a med kit and a combat shotgun. There's also a laptop here. Use it to find more information on Origin.

DATA

BRIEFING DATA
VOICE MAIL VISION

This is interesting. When they pulled the plug on Origin, apparently they just locked the doors and threw away the key. They don't go into a lot of detail, but I guess the place was really dangerous to be in. I wonder if it was some kind of chemical leak or something?

Chemical leak? Could that be connected to the contaminated water in Auburn? It seems likely.

Exit the lab through the door on the far wall. Go down the hall; it leads to a room with a large skylight. This is the upper level of the room where you first encountered Replicas in this level. Follow the balcony around and into the hall.

Go through the lab and follow the hall to the skylight room.

Go through the wooden door ahead. Inside is equipment (proximity mines, weapons, a med kit) and a control console. Activate the console.

The console gives you control of a security turret in the next room, which is heavily occupied by Replica soldiers. Fire on them. They attack the turret, so you have only a short time to take out as many as you can before the turret is destroyed.



INTERCEPTION: UNAUTHORIZED PERSONNEL

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NOTE

WHEN THE GLASS ON THE TURRET SCREEN BREAKS, IT IS STILL OPERATIONAL. IF YOU HAVE AN IDEA WHERE THE REMAINING REPLICAS MIGHT BE, KEEP FIRING UNTIL YOU DESTROY IT.

Use the console to gain control over a security turret. Kill as many Replicas as you can before you destroy the turret—the more you kill, the easier your next battle will be.



When the turret is destroyed, step back from the console. There's a desk near an opening overlooking a small lounge. Climb onto the desk and crawl through the opening. Drop to the floor.

Turn right into the hall and follow it to the end. It opens into a large office area full of cubes—this is where the Replica squad is stationed, and where you'll encounter the survivors of your turret attack.



Climb up on the desk and crawl through the opening into the room beyond. Follow the hall to the cubes and prepare to fight the survivors for your turret assault.

Activate SlowMo and charge into the room, using the shotgun on any Replicas in sight. Take cover in one of the cubes. Listen for Replicas approaching, then take them out when you see them. Move into the second room. There may be more Replicas here, if you haven't drawn them into the other room. Kill them, then search both rooms for weapons. When you've gathered everything you can use, head through the door marked "Exit."

Take cover in the cubes and attack anyone who approaches. Move into the second cube area and finish off the squad.



The hall turns right. Ahead, a mangled body is thrown from the balcony. More Replicas come into view. Attack them as they move across the balcony's far end, then turn left, and run past the vending machines and up the stairs.

Follow the balcony around. More Replicas enter from the adjoining room. Activate SlowMo and hit them as they appear.

Kill the Replicas on the balcony, then run upstairs and take out the next squad as they emerge from the adjoining room.



Go through the double doors. You see two elevators. One is covered in blood. Continue past the elevators and turn left in the hall. Enter the lab for a med kit if you need one. Jump the railing to the lower level. Fettel must be close now.



Jump the railing to continue the search for Fettel.

INTERCEPTION: AFTERIMAGE

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Fettel's signal is gone again. Armacham advisor suggests this may be the result of combat damage to the transmitter. It seems that Armacham engineer is sabotaging the F.E.A.R. mission.

MISSION: Primary mission is to locate Fettel and then take Norton Mapes into custody for questioning.

The Armacham voicemail system is proving to be a great source of information. You've learned a little bit more about the team at the South River Wastewater Treatment Plant. Apparently, whatever was in the water was found in significantly higher concentrations than expected. Whatever the contamination is, it must be behind the condition described by Alice Wade's study.

In more pressing developments, Norton Mapes just tried to murder you. Now Better's wants you to find him and bring him in for questioning. Fettel remains the primary target, but his transmitter has stopped responding again.

OBJECTIVE: FIND AND NEUTRALIZE PAXTON FETTEL

Go through the open security door ahead. As you step into the hall, a security turret lowers from the ceiling, but it's broken and falls harmlessly to the floor. Turn right and head down the steps. There's a darkened window ahead, and as you approach, you see something move. A Reflex Booster is on a desk, but you can't reach it.



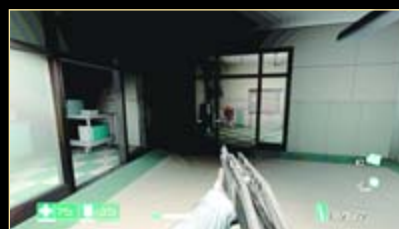
A security turret lowers as soon as you step into the hall, but it is broken and does not fire.

Turn left into the hall. You see someone peek around the corner at the end—he doesn't look familiar. "It wasn't my fault," he says and vanishes. Continue forward and enter the second small lab on the left. Inside you find a Health Booster.



An apparition appears in the hall, but vanishes as you approach.

HEALTH BOOSTER



Walk down the hall to the second door.



The Health Booster is sitting on the counter.

Exit the lab and turn left into the examination room. There's a med kit sitting on the examination table. There's also a phone here with a blinking voicemail indicator. Use the phone to hear the message.



Enter the exam room to get a med kit and hear a voice message for Iain Hives from Genevieve Aristide.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Genevieve Aristide.

Iain, can you send me copies of any materials your task force has put together on the Origin anomalies? Harlan is supposed to be updating me daily, but apparently he's got his hands full with the grudge he insists on carrying. I hope he's not dribbling too much poison in people's ears. I take full responsibility for what happened to the team, but wishing won't bring them back. In any case, now's not the time for assigning blame. We have to work together as a team to get through this crisis. Thanks so much.
End of messages.

So the Auburn problems are related to the Origin project. It seems like the Origin project's name may be fitting, in terms of how it ties everything together. The voicemail also gives you some insight into Armacham corporate drama. Harlan Wade and Genevieve Aristide are (or were) not on good terms. Strangely, Fettel is looking less like the worst person in this whole debacle, despite his being a cannibal.

Exit the exam room and turn left into the hall. Go through an automatic door and then down the stairs. There's a med kit on a table. Grab it if you need one, then turn left into the next room.

Fettel is standing in the window overlooking the room. "They tried to bury their sins," he tells you, "but instead planted the seeds of their doom." He vanishes, but his voice continues. "A war is coming," he intones, which will be "retaliation."



Fettel appears in the window and predicts that a "war is coming" that will turn cities "to dust."

Turn right at the window and climb up the steps. You enter a very dark lab. Turn on your flashlight. Go down the steps and turn right at the bottom. Walk all the way to the far side of the lab. On a desk you find a Reflex Booster.

REFLEX BOOSTER



After Fettel vanishes, turn right and climb the stairs. Go through the door.



Turn on the flashlight and go down the steps. Turn right and walk to the far side of the lab.



Pick up the Reflex Booster you saw through the window earlier, from the desk.

Turn around and climb the steps. Go through the automatic door. Turn left in the hall and go through the open security door at the end of it. Continue forward and turn left into the next hall. As you walk forward, everything changes.



Go through the security door and turn left into the hall.



VISION

BRIEFING DATA
VOICE MAIL VISION



You find yourself in a familiar corridor.

The hall disappears, replaced by the hospital corridor of your earlier visions. Through the windows ahead, you see a man in a white coat. He appears to be a doctor. "I didn't know," he says. Approach the doors. You hear a woman scream. The vision ends.

You're at the far end of the hall in the Armacham offices, but it's a dead end. Turn around. As you move, the voices from the vision continue. "I didn't understand," says a man's voice. "The dead stay dead." Who is this new apparition? Is he the same man who appeared in the hall earlier?

Go through the wooden door in the hall and move down the stairs. You see a shadow ahead, but it vanishes as you approach.



There are many apparitions in this area of the Armacham building.

Enter the hall and turn right. Move between the machinery to the end. There's a wooden door here. Open it and step through. As you do, you hear voices. Real voices. Just ahead, a squad of ATC security troops is on patrol. Quickly take cover behind the counter (where you can also find a med kit), and activate SlowMo. Hit them with headshots as they move in, but if you're getting hurt, duck and shoot their legs with the shotgun.



You encounter an ATC security patrol in a tight hall. Move into the room to the right to take cover behind the counter.

TIP

THE TYPE-7 PARTICLE WEAPON, WHICH YOU PICKED UP IN THE LAST MISSION, IS A STRONG GUN. IN FACT, IT IS TOO STRONG TO WASTE ITS LIMITED AMMUNITION ON REPLICA SOLDIERS AND ATC GUARDS. SAVE IT FOR LATER.

Move to the end of the hall and turn right. Go to the corner and lean around the wall. Three more ATC troops guard the area ahead. Attack them from the corner. When the area is clear, move down and grab the grenade and proximity mine from the desk in the open area.



Attack the next squad of ATC guards from the stairs.

Enter the offices. Inside are body armor and weapons, as well as a laptop with more data about the Origin project.

DATA

BRIEFING DATA
VOICE MAIL VISION

Get this. A few weeks ago, ATC reopened the Origin facility. They were planning to clean it out and start the program back up. But they lost contact with everyone they sent in. So they just sealed the place back up.



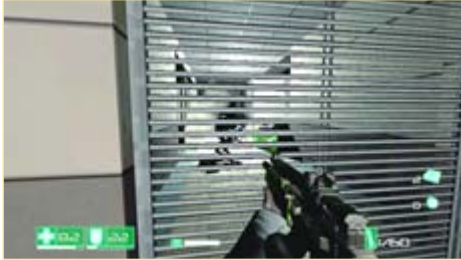
Search the offices for a laptop and some equipment.

Armacham was planning to restart the Origin project. Everything is beginning to make more sense. That's why Ms. Aristide has been so apologetic. That's why the higher executives seem unconcerned with the Auburn findings. And it all must be, somehow, the reason for Fettel's actions.

Move past the offices and to the corner ahead. You hear the panicked voices of ATC troops, as well as gunfire. Turn the corner. Through the slats of a closed security gate, you can see ATC guards fighting something out of sight.

Turn left and go through the wooden door into the security office. There are some weapons on a rack here, as well as a med kit on the wall and some body armor on the floor. Gather what you can use, then head through the second wooden door.

The ATC guards are fighting something in the hall ahead. Enter the security office and grab any equipment you can use.



As you open the door, any surviving ATC troops turn and attack you. Finish them off, then move out and take cover behind the low wall. There are several Replica soldiers in the corridor. Use the low wall or the vending machines for cover and attack them with your assault rifle.



Kill any surviving ATC guards, then attack the Replicas in the hall.

Try to get the soldiers quickly; they're accompanied by a Heavy Armor. If you can, throw a proximity mine or a fragmentation grenade into the doorway at the end of the hall. As soon as the Heavy Armor comes into view, activate SlowMo and rush it with your shotgun. Shoot it repeatedly in the faceplate, then quickly finish off any remaining soldiers.



As soon as you see the Heavy Armor, activate SlowMo and rush it with your shotgun.

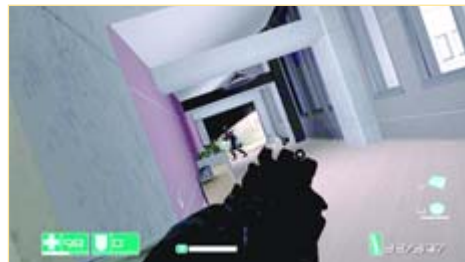
Gather up the dropped weapons, then go through the open security gate in the lobby end of the hall. The corridor turns right. Better contacts you and says he thinks Fettel is going after Alice Wade. You need to get to her before he can. Proceed down the corridor to the stairs.



Approach the stairway with caution; there's a great deal of combat ahead.

OBJECTIVE: LOCATE ALICE WADE

Run down the steps and immediately take cover behind the wall to the left. Watch the end of the hall for two Replica soldiers. Hit them with your assault rifle or another longer range weapon. Try to save any grenades or proximity mines you have. You'll need them soon.



Lean around the corner and attack the Replicas at the end of the hall.

When the two Replicas are dead, crouch and move to the windows in the hall. Stand up and break one of the windows. Outside you'll see two Replicas near a planter. Attack them from the window. If you don't get them now, you'll need to fight them later, and it's best to get them out of the way while you don't have other enemies to worry about.



Approach the windows in the hall and kill the two Replicas outside.

Move to the end of the hall and turn right at the corner. Continue forward, and enter the office on the right. Inside are equipment (an HV Penetrator, a fragmentation grenade, and remote bombs) and a phone with voicemail. Use the phone to hear the message.



Enter the office to the left, grab the equipment, and listen to the voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from an outside number.
Hey it's me. Call me, OK? I'll try your cell phone.
End of messages.

Exit the office and continue down the hall. The offices on the right both have equipment: the first (which is very dark) has a pistol. The second has a med kit and some assault rifles.

The lounge at the end of the hall is occupied by two Replica soldiers. One attacks as you approach. Take cover at the corner and eliminate him. The second is somewhat hidden around the corner. He may approach, but if he doesn't, lean around the corner and kill him.



Two Replica soldiers guard the hall's end.

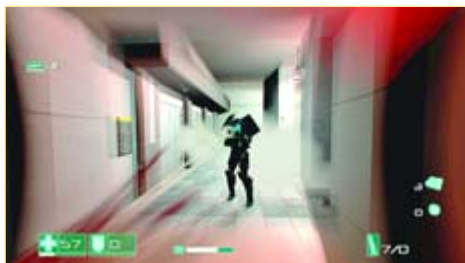
Don't move forward just yet. Step into the lounge and take cover near the corner. Two Replica soldiers appear in the large room ahead. Hit them as they approach, before they can take up a good position near the doorway. When they're dead, switch to your shotgun and run forward. There's a Heavy Armor in the room. Activate SlowMo and kill him with your shotgun.

Two Replica soldiers guard the hall's end. Take them out quickly, then attack the Heavy Armor when it comes into view.



There's a kiosk in the center of the room with some body armor. Grab the armor and any useful weapons from the room. Heal up if you're hurt, and then head through the double doors to the courtyard.

Pick up the body armor from the planter, then jump over the railing to the roof, and drop to the ground below. Replica soldiers are moving down the covered walkway in the center of the courtyard. Attack them as you move toward the low wall to the left. Crouch down behind the wall.



Attack the incoming Replicas as you take cover behind the low wall to the left.

A Power Armor is headed your way. It'll get a few rockets off while you're moving, so activate SlowMo to avoid them. Be sure to toggle SlowMo off as soon as you're out of harm's way.

When you're crouched behind the wall, toss some proximity mines over into the walkway. Listen for them to explode. Activate SlowMo, then stand up and check the position of the Power Armor. Hit it with the Type-7 particle weapon if you have a shot.

Crouch back down. The Power Armor should stay on the lower level, waiting for you to show yourself. Toss some remote bombs over the wall, aiming where the Power Armor is. Detonate the bombs as soon as they pass out of view.

When you're out of explosives, run out from behind the wall, activate SlowMo and attack the Power Armor with the particle weapon. It should be pretty hurt from the explosives, so a few shots will finish it off.



Toss remote bombs and proximity mines over the wall at the Power Armor, then run out and finish it off with the particle weapon.



NOTE

USE THE ASSAULT RIFLE IF YOU HAVE ONE, AS IT IS EASIER TO KEEP YOUR DISTANCE WHILE STRAFING THE POWER ARMOR. YOU CAN ALSO DIVE THROUGH THE GLASS WINDOWS ON THE LEFT TO FIND A PARTICLE RIFLE.



Break the window and grab the equipment from the conference room. Move down the hall and get the particle weapon.

Exit through the double doors leading back to the courtyard. Another squad of Replica soldiers enters on the raised platform. One of them may be carrying a particle weapon, so be careful. Attack them before they can get into position, then climb up the steps near the planter and go through the doors the Replicas entered.



More Replicas enter the courtyard at the far end.

The hall leads to a dining area. As soon as you step in, you hear a Replica order to kill the lights. The room goes dark. Move into the room. If you didn't encounter the particle weapon-wielding Replica in the courtyard, you will now.

The Replicas take cover behind the counter and in the kitchen. Activate SlowMo if they're rushing you, and use the pillars for cover as you take out the Replicas that pop up and attack. When they're down, enter the kitchen and grab the body armor and med kit.



Replicas ambush you in the dining room, shutting off the lights and attacking from the kitchen.

Exit through the wooden door in the kitchen. Turn on the flashlight—the hall is pitch-black. There's a power box here. Use it to restore the lights. Move forward and take cover at the corner. Two more Replicas are stationed in this storage room. Kill them, then exit through the door.



Use the power box to restore the lights, then attack the Replicas in the storage room.

The hall is a dead end. The only accessible door leads to a security office, where you can grab some weapons and body armor. Do so, then return to the hall. Several large windows look out on a courtyard. Break any of the windows, then step through and drop down. The Armacham executive offices are your next stop.



Grab the equipment from the security office, then break a window and jump down into the courtyard.



REDIRECTION: ALICE WADE

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Fettel has entered the Executive Building. His most likely target is Harlan Wade or his daughter Alice. Site is believed to be heavily fortified by Replica soldiers.

MISSION: F.E.A.R. operative will attempt to locate Harlan and Alice Wade and evacuate them for debriefing.

You're on Fettel's tail. He's moved into the Executive Building to find Harlan Wade or his daughter, Alice Wade. Fettel's actions are tied to the fact that Armacham recently reopened the Origin facility. Keep an eye and an ear out for more information regarding this situation. Your primary goal, though, is to find the Wades before Fettel does.

As the briefing warned you, the building is fortified by Replica soldiers. This is not just a threat: this mission can be difficult, because there is a great deal of combat and, during the last section, that combat is almost nonstop.

OBJECTIVE: LOCATE ALICE WADE'S OFFICE

You're in the courtyard outside the Executive Building. There are double doors to the right, but they are locked. You need to find another way in. Move to the large windows on the courtyard's opposite side. Break one of the windows and jump through.



Break any of the large windows and jump through into the Executive Building.

You are standing near two desks. On one, there is a laptop. Access the data to learn more about Harlan Wade's role in the Origin project.

DATA

BRIEFING DATA
VOICE MAIL VISION

This Harlan Wade guy has been associated with Origin since the beginning. He's the one who put it together.

Exit the room through the doorway to your left as you entered (if you're facing the laptop's screen, the doorway is ahead). Continue down the hall and turn at the corner. Ahead is a window looking in on a security station. Inside is a monitor.

Turn right and move forward, but don't turn the next corner yet. The door to the security station is hidden on the wall to your right. Enter and grab the med kit and the proximity mines. Watch the monitor for a glimpse of Fettel.



Enter the security station and watch the monitor for a glimpse of Paxton Fettel.

Exit the security station and turn left into the hall. The glass doorway ahead leads to a reception area, and there are two elevators here. Wait for a moment, and one of the elevators opens. Enter it and use the controls. The elevator rises to the sixth floor. As it nears its destination, the lights flicker on and off, and in a brief flash of light, you see Alma standing in the corner.

Enter the elevator and use the controls. Be prepared for a brief visit from Alma.

Exit the elevator. The hall goes both left and right. It doesn't matter which direction you move, because you'll want to explore the entire floor. For simplicity's sake, go right first.

The right hall leads to a large office area. There's nothing of interest inside, except for one phone with a voicemail message. Use the phone to hear the message.



Exit the elevator, head right into a large office area, and listen to the voicemail.

REDIRECTION: ALICE WADE

PRIMAGAMES.COM

VOICE MAIL

 BRIEFING DATA
 VOICE MAIL VISION

You have one new message. First message from Harlan Wade.

Hi, it's Harlan Wade. I've been trying to get a hold of Genevieve all week, but the bitch never answers her fucking phone. Look, if you see her, tell her we're in deeper shit than I thought. Her brilliant idea of reopening the vault set something in motion that I can't explain and don't know how to stop. I sure hope she's happy.

End of messages.

Opening the vault triggered the recent events. From the data you've collected, you know that the vault was the site of the Origin project, and that when the project was shut down, the vault was locked. Only recently has Armacham attempted to re-enter it, but the team vanished. Something terrible must've been in that vault and, if Harlan Wade's voicemail is to be believed, that thing is loose. And you probably have a sneaking suspicion that thing is wearing a red dress.

Exit the offices and return past the elevators. You see a break room ahead. Sitting on a table is a laptop. Use it to access the data.



Use the laptop in the break room for more information on Harlan Wade and the Origin project.

DATA

 BRIEFING DATA
 VOICE MAIL VISION

Listen to this. Marshall Disler, Bill Moody, and Aldus Bishop were all working on some kind of task force together. The other members are Iain Hives, Alice Wade, Norton Mapes, and Charles Habegger. And Harlan Wade is the one pulling the strings. I guess that means Fettel's working his way up the food chain.

Ah, Betters. Always with the tasteful metaphors. You already know about this task force: it was the study of Auburn that Bishop mentioned. The only new information here is the complete list of participants, including Norton Mapes. Fettel is targeting members of this task force, so you need to find Alice before he harms her.

Turn around and enter the corridor behind you. It leads to a group of offices. The first office on the left is empty, but the second is Alice Wade's. Enter her office and use the phone to listen to her voicemail.



Alice Wade's office is the second on the left in the hall outside the break room. Enter her office and listen to her voicemail.

VOICE MAIL

 BRIEFING DATA
 VOICE MAIL VISION

You have two new messages. First message from Harlan Wade.

Alice, it's your father. You've got to get out of there! You're in danger! Get to my office and find my laptop. There's a text file called "Proteus." Hurry!

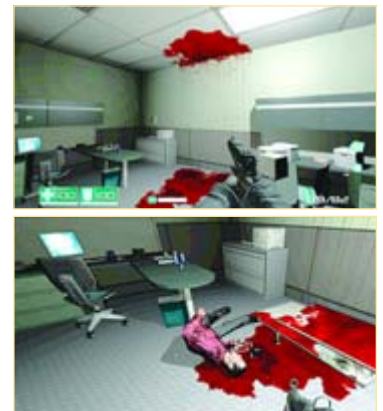
Next message from Aldus Bishop.

Hey, it's Aldus. I read through those news clippings and I definitely think you're onto something. I'm going to see if I can track down some other people who lived or worked in the area during that time. Even a couple interviews would help. I'll keep you posted.

End of messages.

You have a lead on Alice's whereabouts: she's in her father's office. You need to find it. He's a higher level exec, so his office is on a higher floor. You need to find a way upstairs.

First, though, head to the hall's end. You hear a phone ringing. It isn't the phone on the desk. It is coming from the ceiling, which is covered in a large pool of blood that's dripping to the floor. Shoot the bloody ceiling tiles. A male body falls to the ground. The ringing was his cell phone. His pistol is the only equipment on this floor.



You hear a phone ringing, and it is coming from the ceiling. Shoot the bloody tiles to release a body, which falls to the floor, dropping a pistol.

As you exit the room, look through the security gate slats: Alma passes through the hall ahead. Turn right, head down the hall, and go through the break room to the elevators.

OBJECTIVE: LOCATE HARLAN WADE'S OFFICE

As you approach, the elevator is open and seems to be operational. But when you get close, it lowers, making it impossible to enter. Jump onto the elevator's top. Turn right and jump to the ledge, then jump the railing into the service area. Grab the med kit and climb the ladder to the next floor.

Jump onto the elevator and turn right, then jump to the service access area and climb the ladder.



Jump the railing here and walk along the edge toward the opening on the opposite side. As you move forward, the second elevator sails by you, crashing out of control. Keep moving. Climb into the opening, then ascend the next ladder.



Walk along the ledge to the opening ahead, then climb the next ladder.

There's a wooden door here, but it's barricaded shut from the other side. Jump the railing into the elevator shaft, and walk along the ledge. As you move, look to the right to see a glimpse of Alma through the closing elevator doors. Jump the railing at the end. Climb the nearby ladder to find a small area with body armor and a remote bomb, then climb down and go through the wooden door.

The door opens into a storage room. Grab the med kit, then head through the door.

Turn right and move down the hall. You see a blinking voicemail light through the office window. Move through the hall and around to the right to enter that office and use the phone to hear the voicemail.



You exit the storage room into a dark hall.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from an outside number.
Hi, it's Sue. It's about 2:30. Guess you're in a meeting, as usual. Just wanted to make sure you got my email about tomorrow night. Sorry for the short notice, but we won't have to stay late. Call me back when you get in. Bye!
End of messages.

Exit the office and turn right toward into the short hall between a cube and an office. Turn right before the cube and move through the short hall. It leads to a storage room with a med kit. Move forward through the three small information monitors. Ahead is a large monitor on the wall. Stop at the corner nearby and lean around. The reception area ahead is guarded by three Replica soldiers. Shoot the first to take him down with a surprise kill, then eliminate the others from the safety of this corner.

Gather the dropped guns and climb the stairs. More Replicas attack from the balcony on the room's far side. Take cover behind the furniture. Watch the room to your right; the enemy will try to sneak up on you from the balcony through this room.



Four Replicas guard the stairs to the next floor, and more attack when you reach the top.



TIP

FROM THIS POINT ON, THIS MISSION IS COMBAT-HEAVY. YOU WON'T FIND MUCH IN THE WAY OF SUPPLIES, SO CONSERVE YOUR MED KITS UNTIL YOU NEED THEM, AND PICK UP ANY WEAPONS DROPPED BY THE ENEMY.

Move around the balcony and past the office containing the med kit (you can grab the med kit through the window). Stop at the next corner and peek around. Ahead is a jagged hall with offices all around. A squad of Replicas approaches, so take cover at the wall ahead.

You are in a bad position. They can surround you, coming from the front, the office to the side, and the office behind you. So stay alert, and pay special attention to the hall behind you. Activate SlowMo if needed, and back up into the hall, limiting the areas from which they can attack.



The offices ahead are guarded by a squad of Replicas, and they can easily pin you in the hall as you approach.

When you eliminate the squad, enter the office containing the blinking phone. Use the phone to hear the voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have one new message. First message from Alice Wade.

Hi, this is Alice Wade. I just wanted to give you a quick status report. We're still collating data, but it's pretty clear that whatever happened to Auburn wasn't because of the usual socioeconomic factors. The downturn was actually a symptom of people avoiding or leaving the area for other reasons, which we'll summarize in our presentation. One more thing: from what we can tell, it all started about 20 years ago. I'll let you know when we've got a clearer picture.
End of messages.

Exit the offices and turn right to access the office from which you grabbed the med kit. There's a shotgun resting on a cabinet inside. Exit this office and move forward down the hall into a brightly lit office containing cabinets lining the walls. There's a med kit on the counter. Exit through the door ahead. Enter the offices across the hall and grab the fragmentation grenades from the desk, then exit this hall and go through the lounge at the hall's end.



Search the offices for equipment before proceeding.

As you move down the next hall, two Replicas attack, and the security gate at the hall's end closes. Take cover behind the vending machines and attack the Replicas. They take positions at the hall's end and try to flush you out with grenades, so be ready to run to the lounge if necessary.

Remember this security gate: you will need to come back here shortly.



As you move down the hall, the security gate closes and two Replicas attack.

Move down the hall and turn the corner. The coast is clear for the moment. The hall ends at a closed gate, but nearby are large windows looking in on an office area. Smash a window and jump through. Grab the med kit from the nearby desk, and move forward. The office on the left has a shotgun and a med kit, and there is a laptop on a table in the break room. Use the laptop.



Break the window and jump through into the office area.

DATA

BRIEFING DATA
VOICE MAIL VISION

So the whole point of this task force I told you about has to do with bad shit that started happening after ATC opened the Origin facility. Judging by this report, the epicenter is in the Auburn district. That must be where the facility is.

Go forward and turn the corner to the left. As you do, something runs past, knocking the shelf nearby and rattling its contents. Move down the hall to the corner, then lean around. Two Replicas are at the hall's end. When they spot you, they take cover behind the sofa, and approach along the walls. Hit them. If either soldier approaches the fire extinguisher on the back wall, shoot it.

Move to the hall's end and take cover in the doorway to the left. Another Replica is inside the room. Kill him, then enter the room and turn left.

Two Replicas guard the hall's end, and another guards the next room.

There is a control room nearby. Don't enter it yet. The controls open the security gate that closed in front of you earlier, but the room beyond is heavily guarded, and there's something ahead that can help.

Move past the control room and enter the security office. Grab the equipment: body armor, a rack of weapons, and a med kit on the wall. Best of all, though, there's another control panel here. This one controls a turret in the room behind the gate. Access the panel, and kill as many Replicas as you can.

Enter the security office and gather the equipment, then use the control panel in the corner to access a security turret in a heavily occupied room.

Only three Replicas are visible when you take command of the turret, but the fighting attracts more. They come in from both sides of the room, so sweep the room and get everyone you can. Watch for Replicas firing at you—that room is difficult to fight through on your own, so clearing out as many enemies as you can makes getting to Harlan Wade's office easier.

When you clear the room, or destroy the turret, step away from the control panel and move to the other control panel. Grab the body armor from the nearby table, and use the console to open the security door.



Return to the control room and use the console to open the security gate to the room you just attacked with the turret.

Exit the control room and return to the hall. Go right, follow the hall until it turns left, then make your first right. This gate has opened as well. Continue down the hall until you reach the large lobby. The gate is now open. If any Replicas are still alive, fight them as you enter.

Gather up the dropped weapons as you move through, and head upstairs to find body armor. Exit through the large doorway near the kiosks when you are done collecting equipment from the area.



Return through the hall to the security gate.

The hall leads to another large group of offices. If you take cover at the corner ahead, you can see a Heavy Armor and several Replicas moving in. As with the similarly laid-out offices earlier, you are in great danger of being flanked from the offices behind you if you stay in this position, so keep moving. Target the Heavy Armor first with SlowMo and your shotgun, then move through the offices taking out the soldiers. If you have a proximity mine, toss it in the path of the Heavy Armor when you first see it, doing a great deal of damage to it and likely killing one or two Replicas nearby.

After this squad is down, search the offices for a couple of med kits, then proceed down the hall.



A Heavy Armor and several Replica soldiers guard the offices.

The hall turns left and ends at a glass door. Through the door, is a large room containing a balcony. Target the Replica on the balcony quickly, and kill him before he spots you. A kiosk blocks your view of most of the room, making this doorway a difficult place from which to fight.

Move back to the nearby corner, and conduct the rest of the battle from the position. The interior of the room ahead is too open to fight from safely, and there are more Replicas than is apparent at first.



Target the Replica on the balcony, then move to the nearby corner to fight the Replicas who rush into the room.

When the fighting subsides, move into the room and kill off any enemies taking cover nearby. Move to the office under the balcony and climb through the window to grab a Reflex Booster, then search the other office for a med kit.

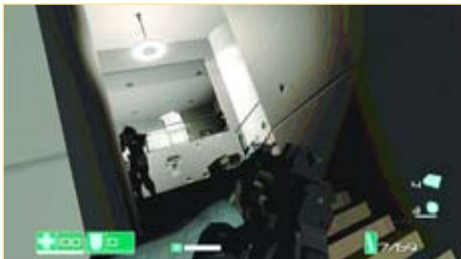
REFLEX BOOSTER



This one is easy to find: it's on a desk in the office under the balcony.

Move to the bottom of the stairs and take cover at the wall. More Replicas are on and around the stairs, so fight them from this position. They take cover along the railing on the top level and peek around the corners on the landing. Stay put until you're sure they are all dead. When the landing and upstairs area are clear, move up to the top and search the sofas for body armor. You can also find a med kit in an office near the hall leading out.

A small squad of Replicas guards the stairs. Fight them from the corner at the bottom level, then search the sofas at the top for body armor.



Exit the area onto the balcony. As you round the far side of the balcony, Replicas attack through the window ahead. Kill them if you get a shot, otherwise round the corner and charge the room from which they attacked. Be careful as you move. The hall between you and them is pitch-black, so use your flashlight to prevent ambush.

Move through the office area. Another Replica attacks from the hall ahead. Kill him, then gather up the nearby equipment. There are weapons, as well as a couple of fragmentation grenades on a desk.

Replicas attack through the window ahead. Kill them if you get a shot, then enter the offices and collect the equipment.



Enter the hall and lean around the next corner. You see another Replica, who is one of two stationed right at the end. Engage them from the corner. These are just two of the many in the offices beyond, so don't rush them.

After you kill them, move to the next corner. A Heavy Armor and a squad of Replica soldiers attacks. A strategically placed grenade or proximity mine can make this battle easier, but there's enough room to maneuver that you will be able to manage just by fighting and moving. Activate SlowMo and rush the Heavy Armor with the shotgun first, then deal with the troopers.



Take out the Heavy Armor first, then maneuver through the nearby offices taking out the Replica soldiers.

When there's a lull in the battle, search the offices for equipment. There are grenades and a med kit in the office nearest to where you entered the area, and a med kit, a grenade, and weapons in the office nearest the hall through which you'll exit. The conference room in the center of the area has a med kit on the table, and a Health Booster on a counter in the back.



HEALTH BOOSTER

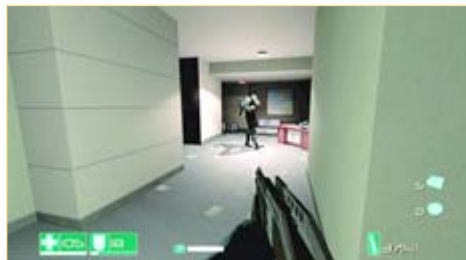


After fighting the second Heavy Armor and its Replica escort, search the conference room in the center of the area.



The Health Booster is sitting on a counter in the back of the room.

Move down the hall and turn right at the end. A Heavy Armor is ahead. Move behind the wall and make sure your shotgun is fully loaded. Unlike most Heavy Armors, who carry HV Penetrators, this guy is carrying a Type-7 particle weapon. When you're ready, activate SlowMo and rush the Heavy Armor, taking him down with a few shotgun blasts to the face.



This Heavy Armor, armed with a Type-7 particle weapon, guards the door to Harlan Wade's office.

OBJECTIVE: RECOVER DATA FROM HARLAN WADE'S LAPTOP

Go through the double doors into Harlan Wade's office. Alice is here, kneeling on the floor as she waits for her captors to interrogate her. Walk forward and give her a comlink. She says she needs to find her father, who is at a top-secret facility. The coordinates are stored on Harlan Wade's laptop.

Bettors tells you to retrieve the coordinates and passcodes from the laptop, which is on a table to the left of Alice.

Give Alice a comlink, then use the nearby laptop for the coordinates to the facility.



With the coordinates secured, Bettors orders you to escort Alice to the roof so she can be evacuated to a safehouse. She is uncomfortable with the idea of flying but hesitantly agrees. Before leaving Wade's office, grab the med kit and use his phone to hear his voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have two new messages. First message from Chuck Habegger.
Harlan, it's Habegger. Look, I know how you feel but I don't see any alternatives. We need to purge the vault. Somebody's gotta go in there and deal with it or this whole situation is going to boil over. If you won't do it for the rest of us, do it for Alice.

Next message from Phil Vecchio.

Harlan, you were right. The crazy bitch is determined to blow the site to kingdom come. God knows who she thinks is gonna pick up the pieces when her plan backfires. I've had enough of this shit. I plan to be sipping girly drinks on a beach in Tahiti by the time the media gets wind of all this. Talk to you later, buddy.

End of messages.

What did Habegger mean, "do it for Alice"? Why would Alice be affected if the vault (which you now know is the Origin project site in Auburn) isn't cleaned out? And what did this Phil Vecchio mean by "blow the site to kingdom come"? Is Aristide planning to destroy the vault? The coordinates from Wade's laptop will lead you there, so get moving to the roof.

OBJECTIVE: ESCORT ALICE WADE TO THE ROOF FOR EVAC

Head through the offices to the balcony. Below, another squad of Replicas has entered the area, and they are looking for you. Take them out from above. If you don't get them all, they will climb the stairs. Either wait for them on the balcony and kill them as they come into view, or just attack them as you head down the stairs to the elevator.



Return to the balcony and attack the Replicas below, then head down the stairs and enter the elevator.

Alice follows you into the elevator. After it moves, someone presses the call buttons on other floors. The elevator stops, and two Replicas attack from behind a reception desk. Activate SlowMo and kill them. Search the small supply room behind the desk for equipment, then get in the elevator.

NOTE

YOU DON'T NEED TO LEAVE THE ELEVATOR AS YOU FIGHT THE REPLICAS OUTSIDE. YOU CAN LEAN OUT FROM BEHIND THE DOOR AND ATTACK. EVEN IF YOU DON'T GET EVERYONE, THE ELEVATOR DOORS CLOSE AND THE ELEVATOR RESUMES MOVING AFTER A MOMENT. YOU WILL MISS OUT ON EQUIPMENT, THOUGH. AND DON'T WORRY IF YOU DO STEP OUT—THE ELEVATOR WON'T LEAVE UNTIL YOU GET BACK IN.



The elevator makes several stops on its way to the roof. At the first stop, two Replica soldiers attack you.

At the second stop, the elevator opens on an office occupied by three Replicas, one each behind the right and left desks, and one in a window overlooking the area. Kill all three and grab the med kits from behind the desk on the right if you need them.



Three Replicas attack at the second stop.

At the third stop, there's no need to get out. Take cover next to the door on the elevator's left side, and fire at the Replicas when the door opens. There's no equipment outside (other than the guns they'll drop if you kill them). Just keep the enemy hiding until the doors close.

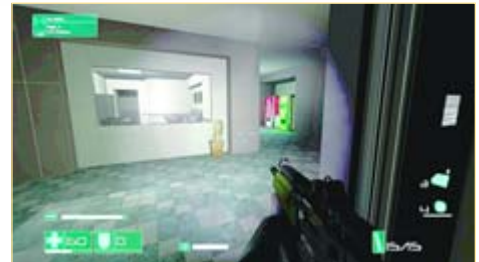


Stay in the elevator during the third stop. The office doesn't have any equipment you'll want.

The elevator stops a fourth time. The doors open on an empty corridor, and the power to the elevator goes off. Walk down the corridor to the end, turn left, and enter the control room. As you enter, you see Alma approaching Alice in the elevator. The doors close, and the elevator leaves.

Use the controls on the console. It doesn't do anything for the elevator—it opens a security gate outside the control room. You need to catch up to Alice before Alma kills her.

The power shuts off when the elevator stops again. Move to the control room to see Alma in the elevator, which leaves without you.



Go through the newly opened gate in the hall, and grab the med kit from the sofa in the lounge. There's a broken security gate here that you can't get through. Instead, go through the wooden door in the corner. It leads to a stairway.

Climb the stairs to the next floor and go through the door. Grab the med kit from the cart, then take cover in the alcove ahead. Three Replicas in the room ahead are positioned to ambush the elevators. They don't see you, so attack the first one for an instant kill. Stay at the corner to fight the remaining two. One is on the upper level but may try to make it down the stairs.



Climb the stairs, then attack the Replica soldiers waiting to ambush the elevator.



Climb the stairs. Two more Replicas are waiting at the top. Dispose of them, then head through the door into the stairway.

Climb the stairs. You come to a storage room containing a locked security door. In the corner is a stack of crates near a grate. Climb the crates, smash the grate, then climb into the duct. Turn left and drop into the crawlspace.



Climb the stairs to the storage room, then smash the grate and crawl into the duct.

REDIRECTION: FLIGHT

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative was separated from Alice Wade. Her present whereabouts are unknown and she isn't responding to comlink. Interference is preventing Hannibal-3 satellite recon.

MISSION: Primary objective is to locate Alice Wade and secure HLZ for evac helicopter.

Alice and you were separated after a strange event in the elevators, after Alma made an appearance. You need to find Alice and make sure she's still alive. You didn't find any trace of her father, apart from a voicemail warning Alice that she was in trouble.

You've also uncovered a rift among the executives at Armacham. It seems many of them wanted to clean out the vault, while others thought it should stay sealed. Harlan Wade is the most vocal of the stay-sealed contingent, while Armacham president Genevieve Aristide gave the order to clean it out, leading to several disappearances. Data you've found indicates that the vault is in Auburn, and you found coordinates on Harlan Wade's laptop that will lead you to the facility.

You need to get Alice Wade to safety, then head to Auburn and find that vault.

OBJECTIVE: ESCORT ALICE WADE TO THE ROOF FOR EVAC

Move forward and smash the grate. You are in a small room with a window looking out on the roof. Alice is there. She claims she has no memory of what happened, only that you stepped out of the elevator, and suddenly she was on the roof. As she tells you the story, the evac helicopter comes into view, only to be shot down by a missile. Alice panics, and says she is going to the garage to get her car. She leaves through a nearby door.



Alice is safely on the roof when you arrive. The evac helicopter, however, is not so lucky.

Alice has fled the scene, and you are locked in this tiny room. A transport helicopter comes into view, and several Replica soldiers rappel to the roof. Hit them as they drop, then crouch and take cover behind the window. The helicopter fires rockets at your position, and in the process, blasts the door open.



Replicas are transported in.

Move onto the roof and take cover behind one of the large ducts.

Stay in this position and fight the Replicas on the roof. They move around trying to get a position from which to attack. Move back and forth behind the duct, attacking from both sides. You should be able to get them all, and they won't be able to get close. When the roof ahead is clear, move forward cautiously in case you missed any enemies.

Follow the roof around to the right and climb the stairs. Go through the double doors at the top.

Attack the Replicas from the safety of a duct, then climb up the stairs to the double doors and enter the building.



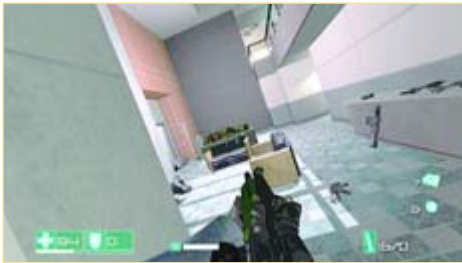
Go through the doors and lean around the first corner. A Replica soldier is at the balcony's end. Hit him before he can move into a better position. Another Replica attacks from below, but if you stay at the corner you can force him up. Otherwise, hit him with a headshot from the balcony. Slowly proceed across the balcony. Two more Replicas emerge from an elevator below. Hit them with a grenade when they are visible.



Two Replicas emerge from the elevator below. Hit them with a grenade when they are visible.



Move across the balcony and down the stairs. Another pair of Replicas emerges from the second elevator. Hit them with a grenade to finish them off, or take cover behind a pillar to shoot them as they emerge. There's a stash of equipment near the elevators, including weapons and a proximity mine.



More Replicas arrive in the second elevator. Kill them, then grab the nearby equipment.

The elevators are both offline. Head through the wooden door near the equipment and enter the meter room. The coast is clear. Grab the med kit from the back wall and move through the room to the stairs. Better's is talking to Alice on the comm. He tries to convince her not to run, but has no luck.

Move down the stairs. Grab the med kit from the shelf at the bottom, then go through the door marked "Exit."



Go through the meter room to the stairway.

As you enter the next room, a small office area, you see Alice on the balcony above. She leaves before you can stop her. Go around the cube into the office ahead. This is Phil Vecchio's office, and there's a phone inside with new voicemail. Use the phone to hear the voicemail.



As you enter the offices, Alice flees. Check the office ahead for voicemail.

VOICE MAIL

■ BRIEFING DATA
■ VOICE MAIL VISION

You have three new messages. First message from Harlan Wade.

Hi Phil, it's Harlan. I'm pretty sure Genevieve is considering some pretty drastic measures to cover her bony ass. I'll tell you straight up that I'll be fucked if her or any of her little toadies is going anywhere near that vault. She already caused enough damage thinking she could just march in there and start over from scratch. If she comes to you for backup, remind her that we locked that place up for a reason.

Next message from Genevieve Aristide.

Phil, how are you? It's Genevieve. I haven't seen you at Maurice's lately. We should get together for happy hour once this mess blows over. Speaking of which, I have a favor to ask. I know you and Harlan go back a ways, so I was hoping you could try to reason with him. He refuses to forgive me for sending those poor people into the vault, as though I'm happy about what happened. I made a mistake. But I don't see why everyone else should have to pay for that. Anything you can say to get him to see reason would be appreciated.

Next message from Genevieve Aristide.

Hi, it's Genevieve. I just want to remind you that the Origin facility was a liability long before this situation erupted. I was simply trying to clean up an old mess. I was hoping we could renovate or even repurpose the site, but clearly the risks are unacceptable. I see no alternative but to destroy it completely. If you have a better suggestion, I'd love to hear it. In the meantime, I have a company to save. End of messages.

More drama among the top brass. Aristide was trying to clean up this facility they call "the vault," and Harlan Wade was very against even opening it. Something horrible must've happened there, especially with the solution that Aristide has come up with: She wants to destroy the facility completely (in a very dramatic way, as Vecchio indicated



in his voicemail to Harlan Wade). If you can get out of the Armacham building, you'll get to see for yourself what's going on at this Origin facility.

Leave the office and enter the lounge across the way. A Health Booster is on a chair near the doorway.

HEALTH BOOSTER



Exit Phil Vecchio's office and move into the lounge across the way.



Turn around. The Health Booster is on a chair.

Return to the hall, continue forward, and go down the steps near the empty shelves. Neither of the two cubes ahead has anything of interest. Go through the glass doorway and into the large room beyond. Use a laptop on the table in the room's center to upload the data to Betters.



There is a laptop on the table.

DATA

BRIEFING DATA
VOICE MAIL VISION

I found some more information on Origin. The prototypes were created from "genetic reference." I think that's just a euphemism for somebody's DNA. There's no indication of who the lucky son of a bitch was, but I'm guessing Harlan Wade, since he started the program.

Head through the room and around the corner. There's a large break room here with a submachine gun on the table. Take it if you need the ammunition, then head up the stairs. As you enter the long corridor, you hear a mechanical whirr and the windows to your right shatter. Two UAV flying drones enter the room. Activate SlowMo and take them out with your assault rifle or HV Penetrator.

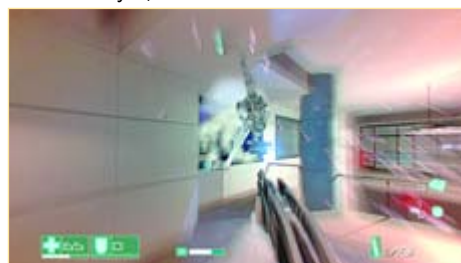


Two UAV flying drones attack as you pass through the upstairs corridor.

TIP

FLYING DRONES CAN DO A LOT OF DAMAGE QUICKLY WITH THEIR LASER ATTACK, BUT THEY ARE PRETTY WEAK. USE AN ACCURATE AND FAST WEAPON TO HIT THEM WHEN YOU SEE THEM.

Continue through the hall and turn right. Pick up the HV Penetrator if you need it as you pass through the next hall, then continue to the end. Another drone attacks in the next room. It approaches close, so hit it with the shotgun. Move around the balcony. A second drone attacks at the end. Destroy it, then enter the kitchen.



Two more drones attack you in the next room.

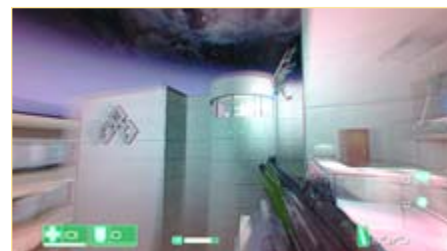
In the kitchen, pick up the supplies. There are a med kit on the counter and an assault rifle on a table. Move

through the open window onto the ledge outside.

Two more drones attack. You can fight them from the ledge. Activate SlowMo, then hit them with your assault rifle or shotgun, depending on how close they approach. If you're having trouble with them, move around the ledge and drop to the roof for cover among the ducts. You need to do this after the battle regardless.

Climb out the open window in the kitchen, then destroy the two drones that attack you outside.

Walk forward next to the duct and go through the door. Grab the med kit and climb the ladder. Go through the second door and onto the roof. Jump onto the duct, then over the railing onto the ledge outside the windows. Turn left and go through the door.





Jump onto the duct, then up to the ledge to the left.

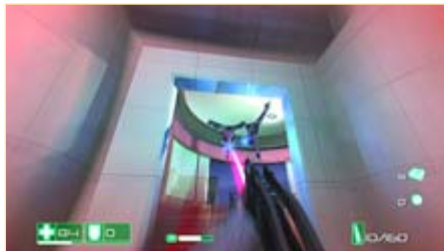
Move around the balcony and into the conference room. Another drone

smashes through a nearby window. Destroy it, then climb the small flight of steps. Continue through the corridor until you come to a large, open room. Ropes drop, and several Replica soldiers rappel in. Take cover and fight them from the doorway.

When the soldiers are dead, two more drones break in through the large windows near the stairs. Destroy them, then climb the stairs.

Several Replica soldiers rappel into the room ahead, followed by two drones.

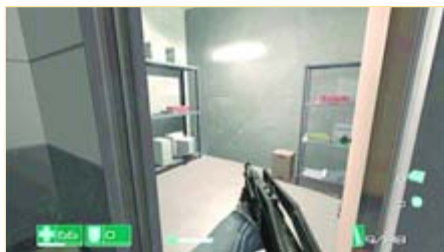
At the top of the steps, you hear a radio report about the attack on Armacham. Listen to the report, then go through the nearby door into the storage room. Grab the med kit from the shelf, and go through the next door.



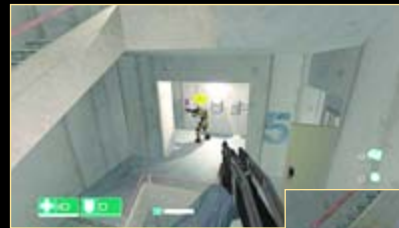
You emerge in a stairway. You can hear Replicas below. Wait for them to approach, then attack them from the railing. If you rush to attack them, a third Replica from a lower floor will join the battle. When they're dead, head up to the eighth floor to find a storage closet with some med kits. Return to the stairs.

Two Replicas attack in the stairway. Kill them, then look in the storage closet on the top floor for med kits.

Move down the stairs to the fifth floor. Another Replica may be standing near a fire extinguisher by the door. Blast the extinguisher to take him out. The fifth floor door is open, but don't go through yet. Descend to the bottom of the stairs and look under them for a Reflex Booster.



REFLEX BOOSTER



Kill the Replica near the fifth floor door if he hasn't attacked already, but don't go through.

Go down the stairs to the fourth floor. The stairs end.



Look under the stairs to find the Reflex Booster near some discarded boxes.



Climb to the fifth floor and go through the door. Exit the stairway and enter the first office. It's Genevieve Aristide's office. Use the phone to listen to her voicemail.

VOICE MAIL

BRIEFING DATA
VOICE MAIL VISION

You have two new messages. First message from Harlan Wade.

Genevieve, Harlan Wade here. I got your message. First off, don't presume to know my feelings. It's insulting. And don't lecture me about burying the dead like some fuckwit shrink. The bottom line is that we wouldn't be in this situation if you didn't ignore my warnings. And now you want to dig the hole deeper. Sooner or later you're going to dig right down to hell.

Next message from Phil Vecchio.

I got your message, Genevieve. I think what Harlan is trying to say is that we should be leery of kneejerk impulses. I understand there are some time pressures to consider, but we really need to be thinking strategically. Reopening the vault at this point strikes me as a dubious proposition considering all that's happened. It's probable that we'd just be adding fuel to the fire.

End of messages.

"Burying the dead"? What did Wade mean? The sooner you get to this vault, the sooner all of this will make more sense. For now, you just need to find Alice Wade before she gets herself killed.

Exit the office and move into the hall. You hear Replica radio chatter, but can't see anyone ahead. As you move forward, the slats on the hall move, revealing a large ambush. Replicas attack from the newly revealed conference room, and more appear at the end of the hall. Activate SlowMo and retreat to the cover of the corner.

Wait for the enemy to approach you, and use proximity mines to lay traps. Don't advance until you are sure the hall is safe. When it is, enter the conference room to find a large stash of equipment, including body armor.



The hall outside Aristide's office seems empty, but it is an ambush. Take cover at the corner and don't move until you secure the hall. Search the conference room for a nice stash of equipment.



Turn right at the end of the hall and approach the elevator lobby ahead. When you enter the room, more Replicas attack. Take cover by the low wall near the vending machine and use it to stage your attack.

When the lead members of the squad are dead, move to the nearby offices and kill the remaining Replicas. Search the offices for equipment (including body armor), then use the laptop on the desk in the back corner.



More Replicas attack near the elevators. Attack them from the wall near the vending machine, then move into the nearby offices.



DATA

BRIEFING DATA
VOICE MAIL VISION

Well, Fettel wasn't made from Harlan Wade's DNA. There's an email from Wade about the "subject" being in an induced coma. No wonder those ATC security goons didn't want this getting out. They aren't just worried about some ethically questionable bioengineering experiments. I think they're covering up some pretty nasty shit.

The "nasty" part of the whole scenario has been clear since you first saw Habegger's chewed face in Auburn. He's right about one thing, though: Armacham must've done something awful to create their "prototypes."

Find the small closet in the offices. Open the door and flip the switch to restore power to the elevators. Grab the med kit while you're in there.

Head to the elevators. Before you get in, search the nearby chairs for body armor. Press the call button and enter.



Use the switch in the closet to restore power to the elevators, then get in and ride down to the garage.

As the elevator descends, Alice Wade informs Better that she has reached her car and is leaving. He tells you to get to the roof of the parking garage for evac. The elevator lets you out in a lobby. Grab the med kit and the body armor, then go through the security gate into the garage.

You are in G4. You need to make it up four floors of garage before you can get out of here. Turn right and head for the ramp. Move up the ramp slowly. As you reach the top, you hear Replicas. Take cover behind a pillar and take them out as they move in.



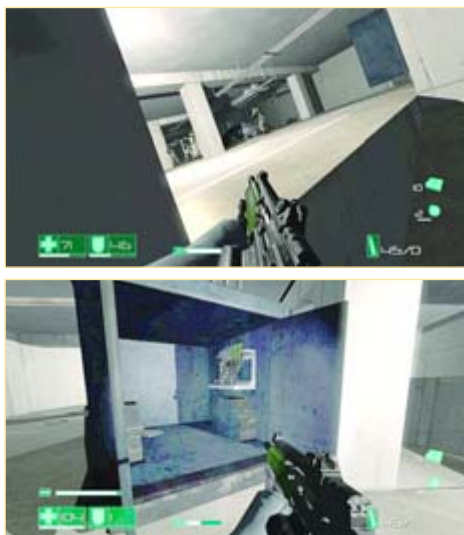
A squad of Replicas attacks as you reach the third floor of the parking garage.

The Replicas take cover among the building materials, but you can draw them out if you stay still. If one is being stubborn, move to any of the stacks for a better shot. Grab two med kits sitting on stacks here. Move up the next ramp to level two of the parking garage.

You can see a truck parked at the top, but no Replicas. Yet. Move up and take cover near the wall. Lean around: there is a group of Replicas around the corner. Attack them from the corner. If you're getting hurt, you can move to the truck, but you can prevent being flanked better from the corner. The combat kicks up a great deal of dust, so move back if your visibility is impaired.

When the second level is clear, search the truck for armor and weapons, and grab the armor from the car near the ramp to level one.

Another squad of Replicas waits on the second level. After you finish them off, search the truck for equipment.



At the top of the next ramp, you see a truck unloading a squad. This is just one of two trucks full of Replicas. Take cover near the wall and kill the Replicas as they move into position. They fire at you, hitting the wall and obscuring your vision, so move to the other side if necessary.

You want to get a few of the Replicas before moving up, because a Heavy Armor waits at the top. When you see it, activate SlowMo and use your shotgun or particle weapon to kill it. Finish off the stragglers. Unfortunately, these trucks don't have any equipment.

When the garage is secured, move to the door at the end. Climb the stairs and go through the door to the roof. The helicopter is waiting.

A large squad of Replicas and a Heavy Armor occupy the top floor of the garage. When the battle is over, climb the stairs to the roof.





INTERVAL 8

DESOLATION: URBAN DECAY

BRIEFING

 BRIEFING DATA
 VOICE MAIL VISION

SITUATION: Alice Wade is going to Auburn to find her father. F.E.A.R. point man and technical officer, with Holiday, are going to Auburn by helicopter. Hannibal-3 satellite recon shows Replica forces at Armacham. Fettel's signal has been detected.

MISSION: F.E.A.R. point man will secure Alice Wade, then locate Harlan Wade.

Not to be too critical, but you are doing a poor job of catching anyone. Fettel is still at large, Alice Wade slipped away, Norton Mapes is long gone, and there's no sign of Harlan Wade. At least you're out of the Armacham building. You're being transported to Auburn to search for Alice, and find some information about her father.

As you've learned, Auburn is the site of the mysterious vault, the location of the Origin project and the epicenter of the current problems. Fettel has been located in Auburn as well, so you will meet heavy resistance as you try to find out what's going on before he eliminates your leads.

Auburn may provide the answers you seek. What was done to create the prototypes?

As you close in on Auburn, Betters fills you in on the area's background. There is a large underground complex that was once used for military testing. Armacham purchased the site, known as the Rammelmeier Industrial Compound, for the Origin project 20 years ago. This lesson is interrupted, though, as a missile hits the helicopter.



The helicopter is shot down as it transports you into town.

OBJECTIVE:
ELIMINATE ENEMY PATROLS

The helicopter crashes in an abandoned tenement. Jin and Holiday are alive but hurt, so they need to stay behind. Replica forces are closing in to investigate the crash site, and you need to eliminate them before they find anything.



Jin and Holiday are wounded, so you need to deal with the incoming Replica forces on your own.

TIP

IF YOU HANG OUT NEAR JIN AND HOLIDAY FOR A BIT, YOU CAN HEAR A FUNNY EXCHANGE IN WHICH HOLIDAY TRIES TO "COMFORT" YOUR TECHNICAL OFFICER.

Two doorways lead to the stairway. Go through either doorway and climb to the upstairs hall. Follow the hall until it dead-ends at apartment 310. Enter the apartment. There is a large, boarded hole in the wall, and a pistol on a table in the room to the right. Break the boards and move through the hole into the next hall.



Break the boards and move into the hall.

Follow the hall to the end. Turn right and climb the stairs. As you approach the top, you hear Replica radio chatter. Through the junk blocking the hall, you can see a Heavy Armor. Lean into the room to the right and kill the Replica near the back wall. Attack the Heavy Armor when it appears. More Replicas follow, so pick them off as they enter the room.



You see a Heavy Armor through the junk in the hall. Lean into the next room, kill the guard, and attack the Heavy Armor as it enters.



DESOLATION: URBAN DECAY

INTERVAL 8

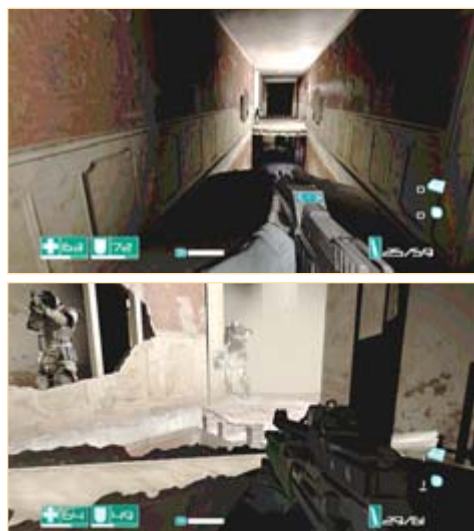
PRIMAGAMES.COM

After the Heavy Armor and its escorts are dead, grab the equipment from the cabinet near the far wall. Enter the room across the hall and grab the med kit and the proximity mine. Break the boards and move forward into the next apartment. Keep an eye out for surviving Replicas.

Search the apartment for body armor and an HV Penetrator, on a chair. Return to the hall and move forward.

You see a large hole in the floor, and hear the radios of nearby enemies. Step into the apartment to the right and crouch. Move toward the large hole in the wall ahead. From here, you have a good shot at the two Replicas across the hall. Kill them both.

Two Replicas are near the large hole in the floor. Step into the apartment to the right and take them out through the hole in the wall.



Search the apartment near the hole for an ASP rifle, resting against a sofa. You need a sniping weapon later in this mission, so make sure you have either an ASP or a Type-7 in your possession.

Return to the hall and drop into the hole. Turn right. Pick up a med kit and a pair of remote bombs from a ledge. In the remains of the apartment across the hall, find a med kit and an assault rifle. Get these as well.

Cross the hall to the boarded up doors. Smash the boards and step onto the patio. A door leads to the next apartment. As you approach it, you hear Replicas barking orders. Lean into the doorway and watch for enemies. Attack the first Replica when he comes into view.

After gathering the items from the lower floor, break the boards on the door to the patio and take cover in the doorway ahead. Attack the Replicas as they come into view.



Slowly move into the apartment and take cover at the corner. The fighting kicks up a great deal of dust, so be careful about visibility. The Replicas take cover among the broken walls and beams, so make sure you know where to fire before leaning into danger. When the squad is dead, grab the body armor and the med kit from the back room.



Replicas hide in the shadows and behind the low walls, so be careful as you proceed.

Before moving on, return to the hall through the door behind you. A ramp of trash leads up to the upper floor. Climb up to the upstairs hall on the opposite side of the large hole. Enter the small room to the right to find gear, including a Reflex Booster.

REFLEX BOOSTER



From the room near the patio, use the door to the left to enter the hall.



Turn left and climb the ramp of junk.



Go through the door to the right of the hole.



Grab the Reflex Booster from the table.



Return to the room off the patio. Head to the back and turn left. Go through the door to the hall. The hall turns left and right at the end. The right leads to a dead end. Turn left and enter the large, empty room. Approach the boarded door at the back. As you get close, a Power Armor bursts through and chases you. Turn around and run the other way.



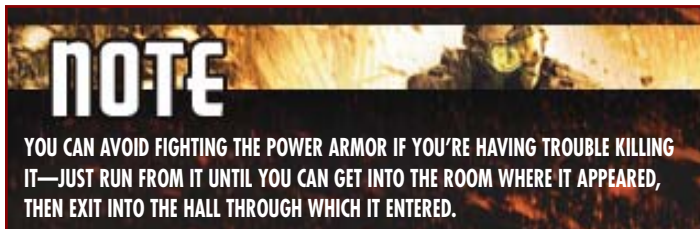
Turn around and run when you see the Power Armor.

Ready your most powerful weapon, and activate SlowMo. Keep moving in circles as you fight the Power Armor to keep it disoriented. If you need a fast escape, run up the ramp to the upper level, then drop into the hole.

This Power Armor, thankfully, is armed with lasers instead of rockets. It's still tough, but not as tough as the rocket-wielding variety. Keep moving and firing until it is dead. Do not let it back you into a corner, or it'll easily finish you off.

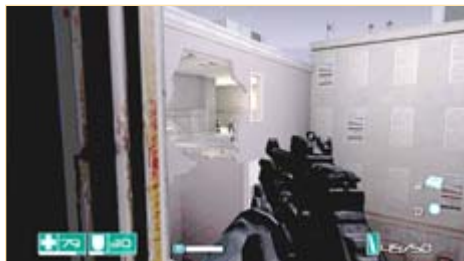


Hit the Power Armor, then run away. Repeat this tactic until it explodes.



When you've killed the Power Armor, return to the room in which it appeared. Bash the boards and crawl under into the hall.

Go through the door on the left and grab the body armor and the Type-7 (unless you've opted to use the ASP as your sniper rifle). Approach the windows at the back of the room. You can see two Replicas through a hole in the wall in the next section of the building. Kill them both, but don't use your sniper weapon. Attack them with your assault rifle or HV Penetrator.



Look through the window and attack the two Replicas in the well-ventilated apartment.

Go through the next apartment, then move into the hall. You hear more Replica chatter. Take cover by a window and lean out—there are several Replica snipers across the way, firing Type-7s at you. Use your own sniper weapon to zoom in and pick them off. Stay behind the wall until you're sure the coast is clear.



Lean out the window to attack the Replica snipers across the way.



You may want to go back and get the Type-7, if you haven't already. There will be more ammo for it ahead, as well as more snipers.

Jump the large hole in the hall (aim for the two boards sticking out on the other side), and proceed into the next room. Grab the med kit and the Type-7 from the floor, then move to the doorway and take cover. There are more Replica snipers in the windows across the way, as well as on the roof to the left. Lean out from the doorway to spot them, then zoom in and fire. Use your SlowMo when attacking to give you time to duck away if needed.



Take cover near the window and attack the snipers in the far windows, and on the roof of the building to the left.





Move onto the roof and take cover behind one of the ducts. More snipers appear in the building across the way. Most are on the second floor down, so keep your eye trained there. Shoot anyone who appears, then duck behind the duct. Continue until you eliminate every sniper in the building.



Move onto the roof and crouch behind a duct, then take out the rest of the snipers in the far building.



Before leaving the roof, pick up the MP-50 Repeating Cannon, which leans on a duct near the roof's edge.

When you've eliminated the sniper threat, move through the gap in the wall to the next section of roof. Continue forward, then jump up to the next section. A small squad of Replicas emerges from the door ahead. Take cover behind a duct and attack.



A small squad of Replicas attacks when you reach the next section of roof.

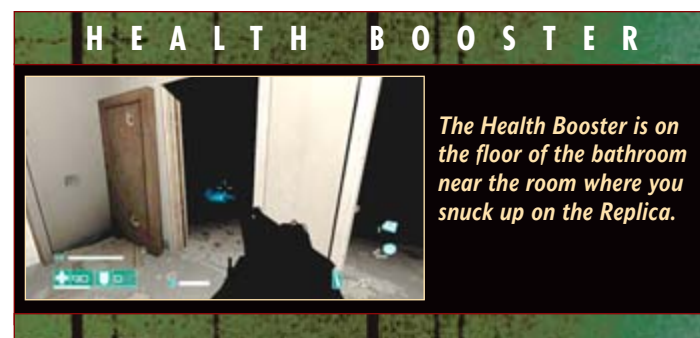
Go through the door and turn right in the hall. Move through the next few rooms, picking up the Type-7s dropped by the first group of snipers you fought. Also pick up the body armor from the counter. Move to the main hall in this building.

Walk toward the overturned table. As you approach it, look to your left. You see a Replica looking out the window. Sneak up behind him and take him out with a melee attack. Two more Replicas are in the adjoining rooms. Activate SlowMo and kill the first with the shotgun, then take cover in the door to the hall and take out the other as he emerges.



Sneak up behind the Replica and take him out with a melee attack, then attack his two friends in the adjoining rooms.

Before proceeding, return to the room where you snuck up on the Replica. Grab the med kit from the counter, where a radio is broadcasting a report about the "terrorist" who attacked Armacham. Look in the two dark rooms (one is a bathroom, the other is a bedroom). There are a med kit and a Health Booster.



The Health Booster is on the floor of the bathroom near the room where you snuck up on the Replica.

Look through the windows. You see two Replicas in the next building. They climb through the windows to attack from the fire escape. Use the window for cover, and kill them both.



Use the window for cover and attack the Replicas on the fire escape.

You've eliminated the last of the Replicas. Return to the hall and go to the room on the far right. There's a large hole in the floor. Before dropping down it, turn around and grab the body armor from the bedroom. Jump into the hole.



Go down the hall to the room with the large hole and drop to the floor below.



OBJECTIVE: LOCATE THE RAMMELMEIER INDUSTRIAL COMPOUND

It's time to find the vault, officially known as the Rammelmeier Industrial Compound. Enter the hall, turn left, and proceed to the end. Open the door and step through. You see Alice through a hole in the wall ahead. Approach her. As you do, Fettel appears with an arm around her throat, then he drags her away.



You see Alice and Fettel through a hole in the wall.

Turn right and move through the bloodstained rooms. Alma makes a brief appearance in the broken elevator as you pass. Continue past the elevator and turn left. You see a grisly sight: Alice Wade dead on the floor, surrounded by large pools of blood. "She told me so many things," Fettel whispers. Then Alice Wade's body vanishes, replaced by your standard, everyday abandoned tenement trash.

As you turn right and enter the hall, you enter another vision of the hospital.



You see Alice murdered on the floor, but it is only a hallucination.



VISION

BRIEFING DATA
VOICE MAIL VISION



You have another vision of the hospital.

You are at the bottom of a stairway. A shadow stands near the door. It looks like Alma. Climb to the top. As you climb, the hall stretches. Move forward, and arm a fast-firing weapon. When you reach the end, the doors open, and Nightmares fly out toward you. Fire at them until the vision ends.



Fire at the Nightmares until the vision ends.

Turn right at the end of the hall and continue forward. Enter the room at the end of the hall, and jump through the window into the alley below.



Jump through the window into the alley.



DESOLATION: POINT OF ENTRY

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. point man eliminated Replica forces at the helicopter crash site and is now en route to abandoned Rammelmeier Industrial Compound. Alice Wade is believed to be captured by Paxton Fettel. She is not responding to comlink.

MISSION: Priority is to secure Harlan and Alice Wade.

Auburn is an ugly place, both aesthetically and in what it's doing to your visions. Fettel and his Replicas are here in full force, and it's likely going to get worse as you approach the vault.

That's your primary goal at the moment: finding the entrance to the Rammelmeier Industrial Compound. The vault is somewhere inside. Fettel is headed there, and he has Alice with him. Harlan Wade may be there as well, although that's speculation at this point.

NOTE

THIS MISSION IS BROKEN INTO TWO SECTIONS, BOTH WITH THE SAME BRIEFING AND OBJECTIVE.

OBJECTIVE: LOCATE THE RAMMELMEIER INDUSTRIAL COMPOUND (PART 1)

After jumping through the window, you land in an alley. Better's warns you that the satellite is picking up a large number of enemy soldiers in the vicinity. Move forward and turn right. Continue down the alley until you see a small alley to the right and hear static on the comm. Turn right and move toward the old television. An image appears. It is Alma approaching a hospital table. She whispers, "Give him back."



Walk down the small alley to see a strange image on the television.

Continue down the alley. Alma appears behind the gate ahead, but don't let her distract you. There are two Replicas at the far end of the alley to the left. Take cover by the wall and wait until you have a shot at one of them. Hit him with a surprise shot, then wait for his associate to come into view. Move into the alley and take cover by the steps. Don't waste your better weapons, though, as this fight isn't worth it.

Don't let Alma distract you; there are two Replicas down the alley to the left.

Move to the alley's end and take cover behind the trash bin. A transport truck full of Replicas backs into the street and unloads its squad. Fight them from behind the trash bin or the burned-out car (the alley corner kicks up too much dust).

When you've eliminated the squad, search the back of the truck for a med kit and body armor.



The truck unloads a squad of Replicas at the street's end.

The truck blocks further progress down the street, so you need to find another way around. Look for the door nearby. It is barricaded, but the window next to it is just boarded up. Break the boards and climb through the window.



Break the boards on the window and climb through into the building.

Grab two med kits on shelves in the next room. If you aren't at full health, use a med kit now. There's a big fight ahead, and you need to be prepared.



Go through the double doors into the garage. As you enter, a truck barrels through the door and the back doors open. If you have a proximity mine or a remote bomb, toss it near the open doors to take out most of the occupants. Otherwise, take cover behind the crates near the door and pick them off as they emerge.



Throw a remote bomb or a proximity mine at the back of the truck to kill off the emerging squad.

More Replicas may be entering the garage, or firing from the smashed door. Take out anyone you can, and move to the small office to your left. There are two med kits inside. Grab them, then enter the small hall and look through the window in the door.

From the window, you see more Replicas outside, and a Heavy Armor. This Heavy Armor is more dangerous than those you've fought previously: he's carrying a rocket launcher. Kill any Replicas in your line of fire, but back away from the door if the Heavy Armor notices you.



Look through the door near the office and attack the Replicas in the street outside.

Return to the garage. Use the wall near the smashed door as cover, and ready your best weapon—ideally the Type-7. Activate SlowMo and lean out. Zoom in on the Heavy Armor and fire. When he fires, move to the safety of the wall. Wait for your SlowMo energy to recharge, then repeat the process. You will be able to take out the Heavy Armor without taking much damage.



Lean out from the garage door and attack the Heavy Armor with your Type-7. Move out of sight when he fires.

When you've cleared the street, move out. There's equipment to be found, including weapons and body armor near the garage door, more body armor and fragmentation grenades on a porch halfway to the end, and med kits and body armor in the open truck at the street's end.

After you collect the equipment, hop onto the barrels and over the fence into the narrow alley.

Grab the equipment from the street and the truck, then hop onto the barrels and over the fence.



Move forward. After you take a few steps, a truck appears at the alley's end and you automatically switch to SlowMo. The truck is barreling down on you, and the alley is a dead end behind you. Ahead, though, is an open door. Run forward and turn right through the door. You drop to the floor in an abandoned building.

TIP

IF YOU TURN AROUND AND WATCH THE BUILDING'S WINDOW, YOU CAN SEE THE REPLICAS GET OUT OF THE TRUCK AND MOVE. YOU CAN TOSS A GRENADE THROUGH THE WINDOW WHEN YOU SEE THEM TO TAKE OUT A FEW BEFORE THEY RUSH IN AND ATTACK.



A Replica transport truck is barreling down the alley. Run through the open door to the right.

Climb up the stairs at the back of the building. They lead to a catwalk, which leads into the adjacent building. Take cover in the doorway. Two Replicas guard the far end of the catwalk. Kill them, then run forward into the next building.

Look left. The Replicas from the truck jump through the windows. There's an explosive barrel near them. If you hit it as they enter, you can catch them both in the explosion. Grab the med kit from the wall and head through the door into the alley.

DESOLATION: POINT OF ENTRY

INTERVAL 8

PRIMAGAMES.COM

Attack the two Replicas in the next building and run forward. Shoot the barrel near the windows as the Replicas from the truck climb through.



As you enter the alley, a squad of Replicas enters from over the fence at the far end. Take cover behind the crates near the door and attack. They take cover behind the junk at their end of the alley, but a well-placed grenade can finish them off, because they are trapped.



More Replicas attack in the alley.

When the squad is dead, head to the alley's end and turn right. Follow the tight corridor. It leads to a trash bin near a wooden fence with an opening in it. Move through the opening, turn right, and follow the fence down to the end.

It leads to a construction site. Walk up the wooden plank to the scaffold. There's nothing on the lower level, so don't go down. If you jump down, though, you can climb up the materials to the scaffold's top.

Go through the opening in the fence. It leads to a construction site.



Break the window at the scaffold's top and jump through. Grab the med kit and climb the stairs. Go through the door to the roof. Turn right and walk to the ledge. Jump over into the alley below. Walk forward. Halfway through the alley, another truck barrels down on you, and you are automatically switched to SlowMo. Turn around and run toward the fence. Move around the corner to the left, letting the truck sail past you, exploding in a flaming wreck in the construction site below.

Another truck tried to run you down. Turn around and take cover behind the corner near the fence.



Move back down the alley into the large, empty courtyard. It's The only items of note are two fragmentation grenades sitting on a barrel at the far end. Grab them if you need them, then head through the open door on the platform into the Pendleton Machinery Company.

As you enter the building, you hear a radio discussing the violence in Auburn. The office is otherwise empty. Turn left in the corridor and walk to the end. It leads to a large room full of machinery. Move around the machines. You see a metal grate in the floor, and the far end of the grate is open. Drop down. Turn around and crawl through the passage until it drops. Drop into the hole.



Drop into the open grate and crawl through the small passage.

OBJECTIVE: LOCATE THE RAMMELMEIER INDUSTRIAL COMPOUND (PART 2)

You drop into a passage with pipes running along the wall. Follow the passage forward and around the bend to the left. Stop when you see the pipes and turn right. Move to the corner and peek around. Several Replicas patrol the upper level of the room ahead. If you have ammunition for the Type-7, use it to take out anyone in sight. Switch weapons and move in, then take out any remaining Replicas.



Follow the passage until the pipes bend to the right, then use the Type-7 to take out the Replicas in the next room.

Jump up the pipes at the room's end to the next level. Gather the dropped weapons, then approach the ladder leading to the next floor. As you climb, several Replicas rush out onto the upper floor. Drop off the ladder and fight them. Hit an exploding barrel on the platform when the Replicas pass by it.



More Replicas attack from the floor above.

Climb the ladder to the third floor. Replicas attack from across the room. You're exposed, without any good cover, so activate SlowMo and take them out. Walk to the catwalk's far end. There is a Reflex Booster on a ledge below you—you'll grab that in a minute. Jump to the narrow girder running along the wall and walk across to the far catwalk.



Run along the narrow girder to the far catwalk.

Enter the room to the right for an HV Penetrator and body armor. Exit the room and climb down the ladder to the second level. Go through the doorway at the end. Jump over the hole and turn the corner to find the Reflex Booster.



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REFLEX BOOSTER



When you reach the second floor, head through the doorway ahead.



Jump over the hole in the floor.



Turn the corner and pick up the Reflex Booster.

After grabbing the booster, move back into the hall and look into the hole. Drop to the small ledge. From there, drop to the floor.

You are in a wide cement tunnel. Follow it around to a ramp leading down. Don't go down the ramp. Instead, walk around the ramp and through the door on the far side. Turn left on the walkway and grab the proximity mines, then walk to the far end of the walkway and grab the med kit from the office. Move into the next room and go down the stairs into the loading dock.



Walk around the ramp, not down it, to the door on the far side.

Go through the opening on the far side, past the junked pallets. Move to the hall's far end, but stop at the corner. There's a Replica patrol in the warehouse ahead. Take out the visible Replicas from the corner, then move down to the floor.

The remaining Replicas take cover among the small alcoves along the wall. They aren't your first priority, though. There's also a Heavy Armor here. Luckily, he's only armed with a HV Penetrator. Take him out with the shotgun, then take cover and finish off the Replicas in the alcoves.

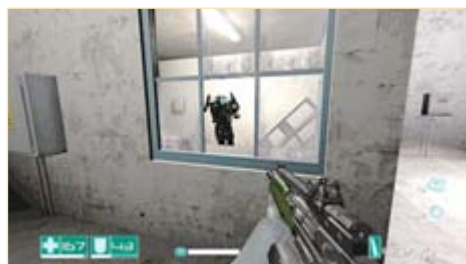
DESOLATION: POINT OF ENTRY

INTERVAL 8

PRIMAGAMES.COM

Attack the first Replicas you see from the walkway, then move down and take out the Heavy Armor. Watch for Replicas hiding in the alcoves.

Move forward and grab the equipment. There's body armor on a barrel in the room's center, and a Penetrator leaning nearby. There are also two med kits in the alcoves. As you move toward the aisle's end, be careful—there's another Heavy Armor in the office at the end. He barricades the door with a shelf, so you can't rush him. Take him out through the window. You can grab the med kit on the desk if you like, but you'll have access to the room in a moment.



Attack the Heavy Armor in the office through the window.

When the Heavy Armor is dead, climb up the nearby stairs. As you move along the walkway, you hear Replica radio chatter. Get across to the room's other side via the small bridge. Two Replicas are here. Be careful as you approach them: they are surrounded by explosive barrels, and a stray shot will kill you. Take them out with a grenade before you get close. Grab the nearby body armor, then head down the stairs they were guarding.



Be careful as you fight these Replicas: There are explosive barrels nearby.

A door to the right at the bottom of the stairs leads to the office in which the Heavy Armor barricaded himself. Enter and grab the Type-7 leaning on the wall, and the med kit if you didn't get it through the window. Leave the office and proceed down the hall.

You see a rocket launcher on a raised platform to the right. Don't grab it yet. Move forward to the end. Three Replicas are around the corner. Dispose of them, then head up the small flight of steps and around to grab the rocket launcher and a med kit from the wall.

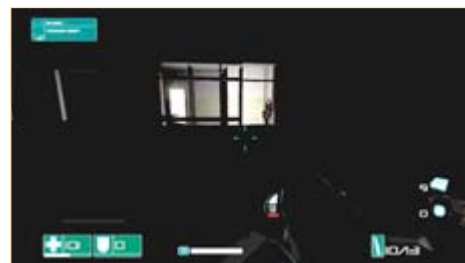
Three Replicas are at the end of the hall, past the rocket launcher.



TIP

KEEP BOTH THE ROCKET LAUNCHER AND THE TYPE-7 IN YOUR INVENTORY FOR NOW. SOME FIGHTS AHEAD CALL FOR HEAVY WEAPONRY.

Return to the hall and proceed to the end. Turn left and continue. As you near the window at the end, you see an apparition. "She's close now," it whispers, "her presence is strong here." The door to the room in which it appeared is blocked. There is another door nearby. Go through it, and down the stairs.



The apparition tells you that "her presence is strong here." It must mean Alma.

Grab the med kit at the bottom of the stairs. Proceed down the next section of hall carefully. You're about to face the toughest type of Replica soldier, a type you haven't faced before. These Elite Replicas are tougher than standard ones, and they're armed with repeating cannons.

Take cover at the doorway ahead. Look through the window to your left. There's an Elite Replica in a security station. Zoom in with the Type-7 and take him out. One shot won't do it, so hit him again when he comes to the doorway. Another Elite Replica is headed your way. Activate SlowMo and shoot him with the Type-7 when he comes into view. When the second Elite Replica is dead, enter the room, and swap out one of your last standard weapons for the repeating cannon. Having all three heavy weapons in your arsenal will be helpful in a moment.



The room ahead has two Elite Replicas. These are the toughest of the standard enemy soldiers.

Grab the equipment from the room. There's body armor in the center, and fragmentation grenades near the ladder. The security station contains guns.

Climb the ladder and go through the door. It leads to the room where you saw the apparition. Turn left and go through the hall. Better contacts you and says that he has a feeling "the situation is about to blow up." This is all the more reason to head into the room ahead and grab the two med kits inside. Exit the room, turn left, and move down the hall to the double doors.



Grab the med kits from the room before proceeding down the hall.

The double doors lead to another lengthy corridor. Move forward. You come to a door. Go through into another corridor. This one turns right at the end, and leads you to a large, dilapidated room. Walk across the planks and walk along the far side.

Near the end, a large window shatters. You make out the faint outline of a humanoid figure. Assassins. Get ready for some hit-and-run maneuvers. Watch for the assassins to approach, activate SlowMo, and hit them with a melee attack. You can use your Type-7, but it's a waste of ammo. Melee attacks are your best bet, especially considering your current weapon selections.

As you move through the large, wrecked room, two assassins jump through the window and attack.



Move to the end and across the wooden planks. Walk around and up the stairs. A third assassin attacks at the top. Kill him, then heal up and go through the doorway.

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Climb the steps in the next room. Another assassin attacks as you reach the top of the steps. Kill him, then move across the remaining section of ceiling to the doorway on the opposite side.



Another assassin attacks at the top of the stairs.

Go through the doorway and down the hall. Turn right and go through the door. It leads to a long stairway, with another door at the bottom. Climb down and go through.

Through the large windows of this hall, you see a battle in the street below. ATC guards are fighting a Power Armor. Don't watch the battle for too long—when the ATC guards are dead, it'll turn its attention to you.

Take cover behind the wall and hit the Power Armor with rockets. You have to fight it eventually, either from here or from the ground, and you have the advantage of having it distracted for the moment. Use SlowMo, and use all three windows so it can't hit you. Fire, then move. If you're having trouble, take cover in the room at either end and wait for your SlowMo to recharge. When you run out of rockets, switch to the Type-7 to finish it off. You can also finish off any ATC guards that survived.



You can see a Power Armor fighting ATC guards in the street. Take advantage of it being distracted to attack it from the windows.

Enter the warehouse at the end of the hall and climb down the ladder. Search the rooms on the bottom floor for med kits and body armor, then go through the door onto the street. If any ATC guards survived the Power Armor assault and you haven't killed them already, they will attack now. If you didn't kill the Power Armor, you'll have to finish it off.



Exit the warehouse. You may need to fight ATC guards, or finish off the Power Armor, when you get outside.

Move to the street's far end. As you near the end, another Power Armor comes into view. Equip the repeating cannon, activate SlowMo, and fire. It's a big open space, so you shouldn't have too much trouble dodging the rockets, especially with SlowMo and some distance. Circle the Power Armor, firing constantly. When your energy runs out, move to the cargo crates and wait for it to recharge. Run into the open and repeat the process: SlowMo, circle, hide. The Power Armor eventually falls.



A second Power Armor attacks in the street. Use SlowMo and circle it, dodging its rockets while you hit it with repeating cannon fire.



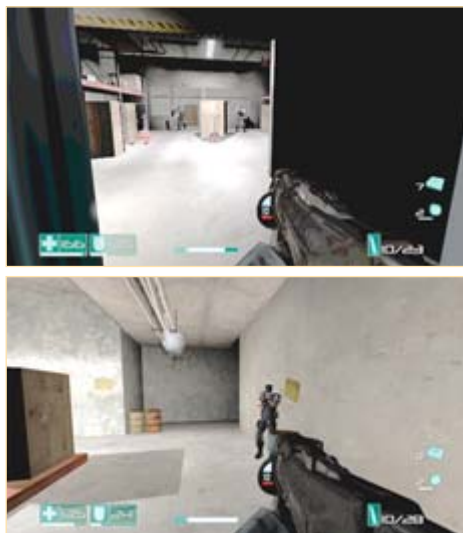
Grab the body armor from the ATC security car, then search the bodies for weapons. The rocket launcher is empty, so toss it away for whatever you find on the ground. Head up the steps and into the next Pendleton Machinery Company warehouse.

TIP

AFTER THE FIGHT WITH THE POWER ARMORS, YOUR WEAPONS ARE ALMOST OUT OF AMMUNITION. IF YOU HAVE TYPE-7 OR REPEATING CANNON AMMUNITION, DON'T WORRY, BUT OTHERWISE PICK UP A WEAPON FROM THE GROUND. ALTERNATELY, YOU CAN BACKTRACK TO THE SECURITY OFFICE WHERE YOU FOUGHT THE ELITE REPLICAS AND GRAB SOME WEAPONS, BUT THAT MAY BE OVERDOING IT—THERE'S A NICE STASH OF WEAPONS COMING UP.

As you enter the warehouse, you hear terrified ATC guards. Approach the doorway to the right and attack. Be careful as you fight in here: The guards will flank you, and they can take many routes to do so. Keep moving and fighting, and activate SlowMo if you find yourself in a tricky situation.

Be careful as you fight in the warehouse: The ATC guards try to flank you. Keep moving, and watch your back.

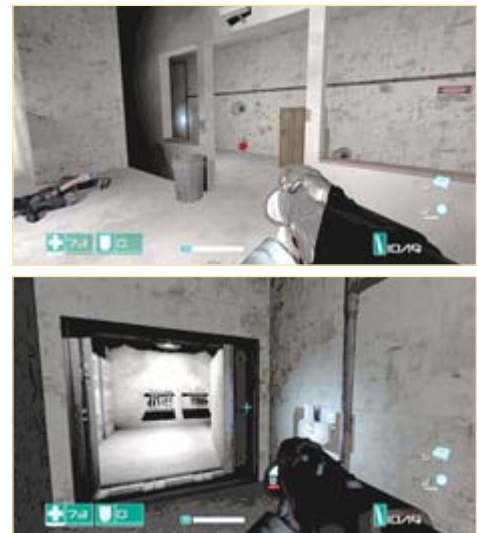


When the guards are dead, move to the back of the warehouse. In a corner of a seeming dead end is a blue glowing light. Push the light to open a hidden door. Inside is an arsenal of weapons. Grab guns (and replace anything that's out of, or low on, ammunition). Then turn right down the corridor and grab the body armor from the monitor station. Go through the nearby door.

TIP

GRAB A WEAPON WITH A FAST RATE OF FIRE (A SUBMACHINE GUN, PENETRATOR, OR ASSAULT RIFLE) FROM THE WEAPONS STASH.

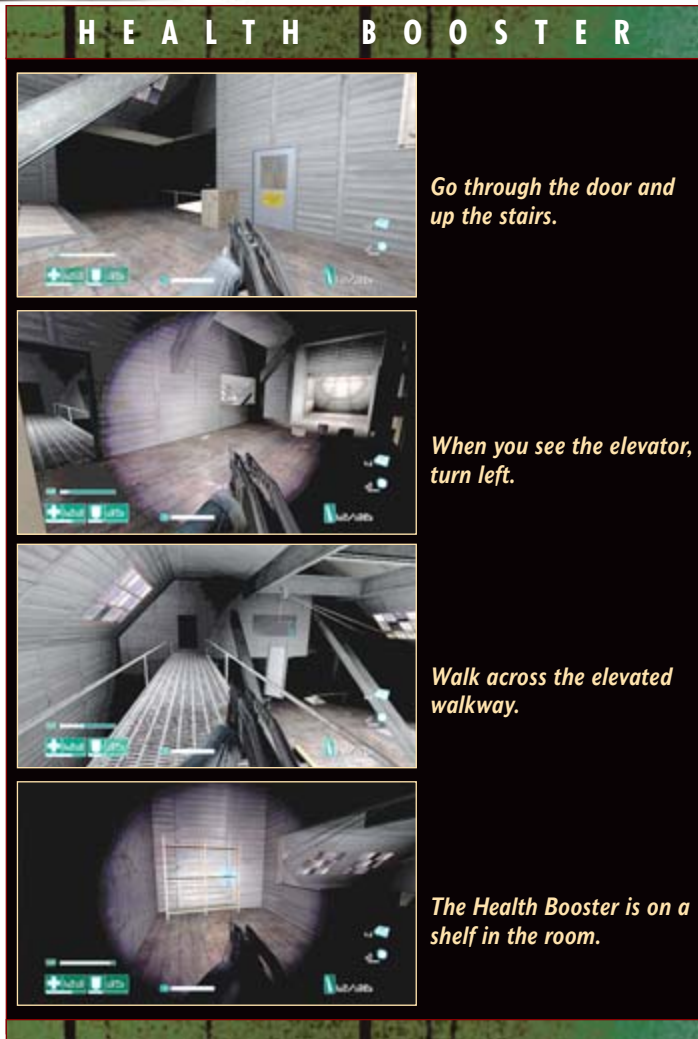
At the back of the warehouse is a strange blue light. It's a button. Push it to access a well-stocked security station.



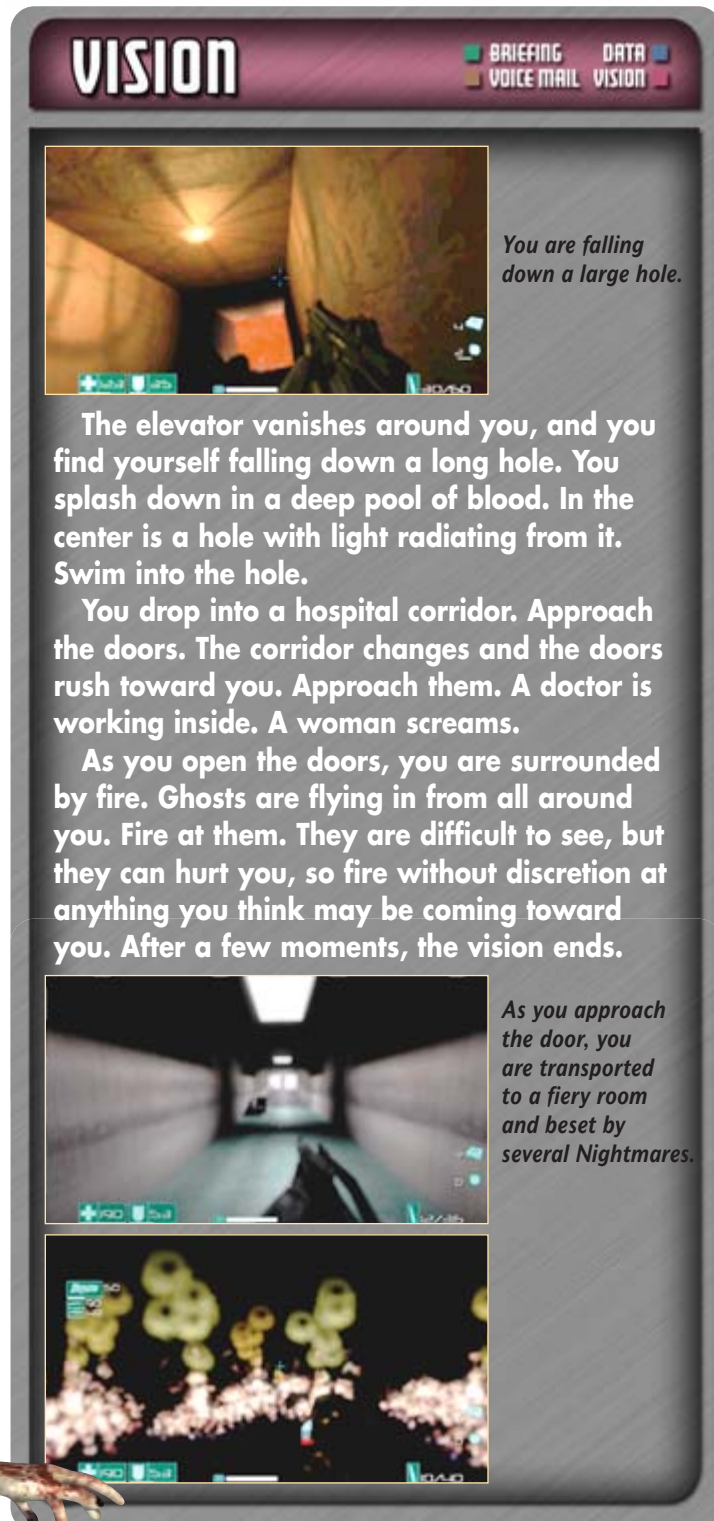
It leads to a large, empty room. Walk across the room to the stairs, and climb up. There's a door across the room. As you approach it, you hear Holiday report that the medevac helicopter has arrived. Go through the door and up the next flight of stairs.

There's an elevator ahead. Don't go in yet. Turn left and follow the walkway to the room across the way: inside is a Health Booster.





Return to the elevator and enter it. Arm your fastest weapon, then use the controls. As it descends, you are confronted by a horrible vision.



You are back in the elevator. Use the controls. The elevator descends. Betters wishes you luck in the compound.



BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: Replica soldiers and Armacham security forces have entered the facility. ATC's motives are unknown, but hostile. Paxton Fettel is believed to be inside. Alice Wade has not been found.

MISSION: Primary objectives—secure Harlan and Alice Wade and eliminate Fettel.

After a brutal battle through the streets of Auburn, you've located Armacham's secret entrance to the Rammelmeier Industrial Compound. The entrance to the Vault is in here somewhere. Both ATC security forces and Fettel's Replica army are inside as well, each attempting to eliminate the other, and both will try to eliminate you if you get in their way.

You need to find both Harlan and Alice Wade. If Alice is with Fettel, she may already be dead. Harlan Wade's intentions remain somewhat unclear. From the intel you've gathered, though, he seems concerned with stopping the Vault's destruction.

OBJECTIVE: LOCATE HARLAN WADE

Step out of the elevator and into the compound. Examine your surroundings before moving too far. You're in a big, empty room. It's white and clean, and explosive barrels are spread around the area. It looks like a good place to get accidentally blown up. As you move forward, a security turret drops from the ceiling and aims at you. Take cover behind the white blocks in front of you—they're the only place you're clear of the barrels.



Note the explosive barrels throughout the room.

Wait for the turret to pause its attack, then activate SlowMo, lean out from behind the barrels, and attack it with your strongest weapon. Use the repeating cannon if you have it, or the Type-7. The former is better because its area-of-effect damage makes aiming less of an issue.



Take cover behind the nearby crates and attack the turret.

When the turret is destroyed, move down the steps. There's a small, recessed room with a med kit nearby, and the exit is around a corner. Do not go that way—there's another security turret ahead. Instead, move to the locked gate near the turret you destroyed. Break the lock, walk forward, and climb into the duct. Follow it forward and to the left to find remote bombs, then backtrack. Turn right at the pipes and move forward. Drop and take cover behind the nearby white blocks.



Move forward along the pipes and take cover behind the crates to the right.

Another turret lowers and fires at you. Wait until it pauses, then activate SlowMo, lean out, and attack. When you've destroyed the turret, step out from behind the crates. The security gate is sealed, so you need to find another way around. Grab the body armor from under the turret, then climb down the ladder leading to the lower level.



Climb down the ladder after destroying the second turret.

Crouch and move into the crawlspace ahead. It leads to a second ladder. Climb up. You emerge near a curved hall on the locked gate's opposite side. From the corner, you can see that the hall has two levels, and a group of ATC security guards are taking up positions on the upper level. Attack them from the corner, then move through the hall into the next room.



Stop at the curved hall's corner and attack the incoming ATC security squad.



There may be more guards on the upper level as you enter the next room, depending on how many you killed in the curved hall. If there are guards in view on the elevated walkway, shoot the explosive barrels to finish them off.

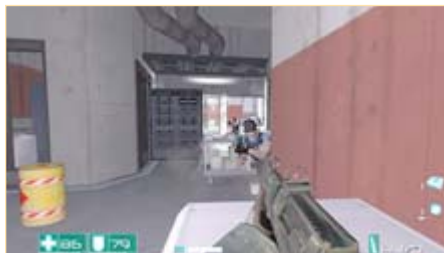
Move to the window ahead. Through it, you can see Norton Mapes. He's trying to destroy evidence, but you can't get to him at the moment: the window is bulletproof and he has disabled the door.

Shoot the barrels to eliminate any surviving guards on the walkway above, then look through the window to see your old friend, Norton Mapes.



Turn right and move down the hall and around the corner. More ATC soldiers attack from a computer room ahead. Take cover and pick them off as they move come into view. There's an explosive barrel at the hall's far end, so fire at it if any enemies get close. The ATC guards have plenty of places to take cover, so make sure you aren't surprised by any survivors as you move forward.

Enter the computer room and grab the equipment, including a med kit, weapons, and fragmentation grenades. Use the laptop to upload more data to Better's.



Eliminate the ATC security guards in the computer room, then access the laptop for more data on the Origin project.

DATA

BRIEFING DATA
VOICE MAIL VISION

More info on Origin. The genetic reference they used for the program was apparently a powerful psychic. Makes sense. If you want a telepathic commander, you need a telepath. And it was a woman. Says here she gave live birth to the prototypes. Seems Wade wasn't convinced the psychic characteristics were genetic. He figured there was a better chance they'd be passed along if the fetus gestated inside the subject. So they put her in a coma, made her carry a genetically engineered baby to term, then induced labor. That's pretty fucking sick.

Wow. Sick indeed. So your hospital visions must be showing Alma giving birth to one of these prototypes. Is it Fettel, who you know was the second prototype? Or are you witnessing the birth of the mysterious first prototype? And who is this first prototype? Fettel said "you were born here" in the hospital at Auburn. But he also said that "he was there." How could Fettel have been there at your birth, if the unthinkable is true?

Move around the servers and climb the ladder. It leads up to a small access space that leads out onto the pipes crossing over the room. Crawl onto the pipes and turn left, then crawl across them into the hall beyond. Stay on the pipes and turn right. Follow them to the hall's far end. You are above the broken door leading to the room in which you spotted Mapes. Next to the door is a small opening where the pipes descend into the room. Drop into the opening.

Crawl along the pipes into the next room. At the far end, drop into the opening next to the disabled door.



Mapes is gone, but a monitor in the room plays a message to Mapes from Harlan Wade. He indicates that Mapes is destroying evidence of the Origin project at the behest of Genevieve Aristide, but tells him that he can't save her. Wade calls Mapes her "lapdog."

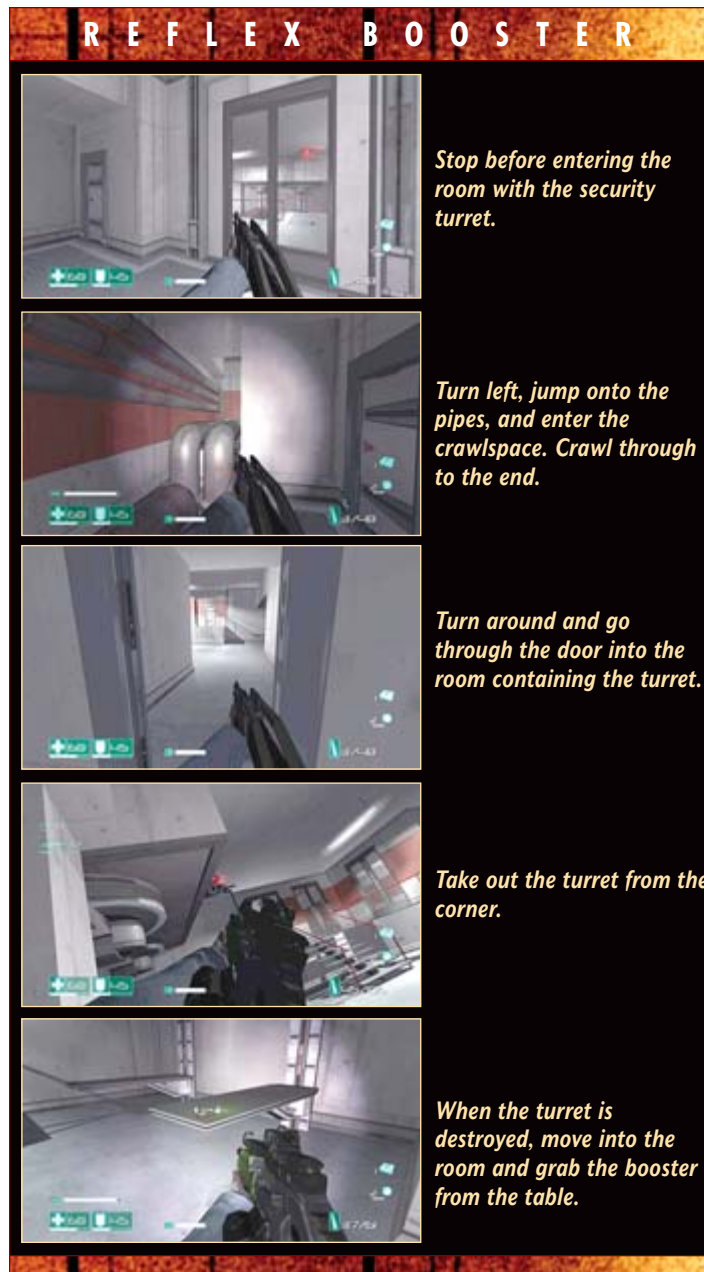


Harlan Wade appears on the monitor and chastises Mapes for destroying evidence.



Climb up the stairs. The hall is occupied by two ATC security guards. Kill them, then search the nearby room for body armor, weapons, and a med kit. There's also a combat shotgun on the cart in the hall.

The hall leads to a large, open room with a turret. There's no hiding from this turret; destroy it from the safety of the doorway. Alternately, find a nearby crawlspace to take a detour around the room, then enter through the opposite side. Whichever way you go, you want to get into that room, because it contains a repeating cannon and a Reflex Booster.



In the hall past the turret room, you hear an ATC guard yell "It's going to blow!" After his exclamation, a large explosion rocks the hall to the right, causing a gas leak preventing any movement down that hall.

Enter the lab to the left. A security turret lowers near the exit. Take cover behind the shelves and attack the turret. When you've destroyed it, grab the med kit from the shelf, and go through the door.

A flaming gas leak prevents access to the right passage, so move left into the lab and destroy the turret.

More guards are waiting ahead. Take cover behind the block ahead and eliminate them, then turn around and grab the body armor near the gas leak. Proceed into the curved hall. As you turn the corner, you see Mapes through a doorway ahead,

chastising the guards for letting you live. As expected, you can't get to him.

Climb up the stairs. More guards attack. There's nowhere to take cover, so activate SlowMo and rush them with the shotgun.

Attack the guards on the lower level as Mapes looks on from safety. Climb the stairs and attack the guards stationed here.

Move down the hall. More ATC forces attack from the large room ahead. Again, you lack cover, but the enemies move into positions near an explosive barrel. Shoot it to do some major damage, then rush in and finish off the survivors. Search the tables and carts for some weapons, body armor, and two med kits, then move down the stairs.

Two ATC guards attack at the bottom of the steps. They retreat as you attack, leading you down the hall to another ATC ambush. More guards are positioned behind an overturned table. Use a grenade to clear out the room, or activate SlowMo and rush in. Look behind the table for equipment, including body armor, then proceed down the stairs.



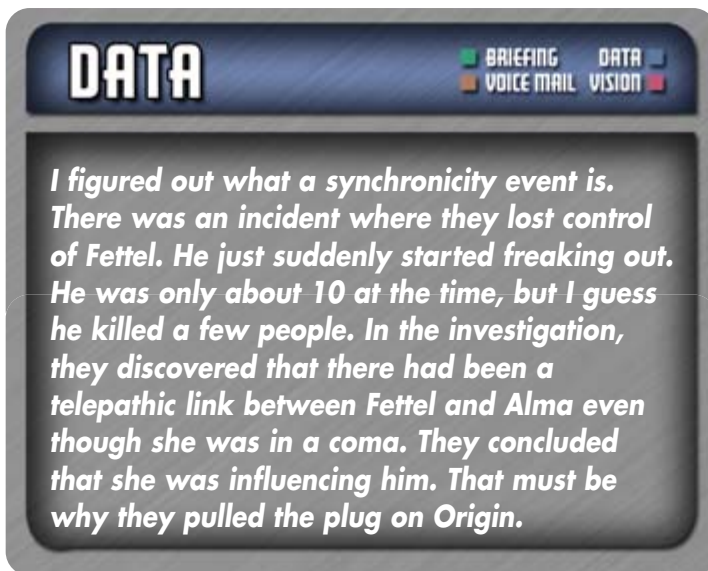
ATC forces attack in the downstairs hall.



The ATC guards are locking down the area, trying to prevent you from progressing further. They close the security gates and move out of sight. Eliminate any stragglers, then move through the hall to another lab. Grab the med kit and check the laptop. There's a ladder leading down to a maintenance area. After retrieving the data, climb down.



Use the laptop before climbing down the ladder.



If you think back to the voicemail messages from your visit to the Armacham headquarters, you'll recall that some Armacham employees were worried that the current situation was another synchronicity event. So is Alma still alive? Or is she somehow controlling Fettel from beyond the grave? And what does she want?

As you enter the maintenance area, you see an ATC guard laying proximity mines. Shoot the mines near him. This clears the path and takes him out in one move. If you don't kill him, shoot the mines and engage him after turning the corner ahead.



As you enter the maintenance area, you see a guard laying proximity mines. Shoot the mines before the guard can move away to safety.

Proceed through the passage. Two more guards are stationed in a room ahead. Attack them from the hall, then move in. Around the corner is a large pipe in the room's center, and the legs of another guard on the opposite side. Crouch and attack him, then crawl under the pipe. Break the padlock to open the gate.



Attack the guard, then crawl under the pipe. Break the padlock to open the gate.



Go through the gate and turn right. Follow the passage forward to the end, then move into the tunnel with the pipe. Continue forward and turn left when the tunnel ends. Don't rush into the next room. It's a trap. You can see gas leaking from a loose valve, and two proximity mines are near the doorway ahead. If you approach them, the mines will go off and the whole room will go up in flames. Stand back and fire a shot at either of the mines. This causes a large explosion, but as long as you are safely outside the room, you remain unharmed.



Shoot the proximity mines from the safety of the hall.

Go through the room and into the hall on the far side. Note the opening on the other side of the flames: you will come back here momentarily.

Follow the corridor around. If you crouch and look under the large pipe ahead, you can see two more ATC guards ahead. Attack them, then crawl under the pipe. Grab the body armor and the fragmentation grenades, then go through the door to the right. You come to a room with a ladder and a padlocked gate (which leads to the hall though which you entered this underground area). Don't climb up the ladder yet. Look next to the gate for a valve. Turn the valve.



Crouch and attack the guards, then proceed into the next room and use the valve.



Return to the room where you shot the proximity mine. The gas has been shut off, and the flames are gone. Go into the opening, climb the ladder and grab the Health Booster. You can also enter a nearby room for a little Easter egg.

HEALTH BOOSTER



Before climbing the ladder, turn the valve near the gate.



Return to the room where you shot the proximity mine and go through the opening.



Climb the ladder and grab the Health Booster.



Enter the nearby office and listen to the radio.

Return to the ladder and climb up. You're in a hall, but both ends are blocked by locked security gates. At the room's far end, behind some pipes, is a crawlspace. Climb in and follow it until it ends at a vertical shaft. Look down to see ducts below you. Drop from duct to duct until you reach the bottom.



Climb the ladder, then enter the duct on the room's far side. Drop from duct to duct to the bottom of the ventilation shaft.



INCURSION: BYPASS

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. point man has reached the Vault. ATC security forces are resisting. Norton Mapes is inside destroying evidence of Armacham's activities. Harlan Wade is inside. Alice Wade has not been found.

MISSION: Primary goal is to secure Harlan and Alice Wade and to eliminate Paxton Fettel.

You've made it farther into the Rammelmeier Industrial Compound. Now to find the Vault. You have not encountered any Replica forces yet. Fettel must be farther in.

You did encounter many ATC security guards and, with them, Norton Mapes. Mapes was attempting to destroy evidence regarding the Origin project, but you did manage to pick up a few new pieces of information, specifically that the subject from whom Fettel was born was a powerful psychic and that she was comatose when she gave birth. You've also learned the meaning of a synchronicity event: Fettel's psychic mother established a link with him when he was 10, and he became violent and killed a few people. And now it's happening again, leading to the deaths in Auburn and Fettel's current objective, whatever that may be.

You haven't found Alice or Harlan Wade, and Norton Mapes has eluded you. And Fettel is still loose. They are all headed for, or already in, the Vault. If you can figure out how to get inside, you'll catch up with everyone soon.

OBJECTIVE: LOCATE HARLAN WADE

Crawl forward through the duct and smash the grate. You emerge in a room overlooking a huge door marked with "01." This must be the entrance to the Vault. A monitor here more closely shows what is going on outside, on the walkway leading to the Vault door. Harlan Wade approaches Norton Mapes. "I'm just doing my job," Mapes says. "And I'm doing what needs to be done," answers Wade. Wade then shoots Mapes in the gut and enters the Vault, closing the doors behind him.



Harlan Wade shoots Norton Mapes outside the entrance to the Vault.

Exit the room through the nearby door, go through the lab, and go down the walkway to Mapes. He tells you that Wade has locked the Vault from the inside, and the only way to open the Vault is to divert power to the doors.



As he sits bleeding, Mapes tells you how to open the Vault door.

OBJECTIVE: DIVERT POWER TO THE VAULT DOOR

Turn around and move down the walkway into the large corridor ahead. There are two ladders at the end. Climb down the ladder on the left. Go through the automatic door, turn right, and climb down the ladder to grab a med kit. Continue around the pipes to the other side. Follow the path around until you see a metal walkway ahead. Be careful as you approach.



Both ladders lead to the same place, but going left leads you to a med kit first.

You come to a room occupied by two Elite Replica soldiers. Activate SlowMo and take them out with the Type-7 or the repeating cannon. More Elites attack in the next room. Use the corner for cover and attack. There's a security door nearby, but you can't open it. Climb the steps and go down the hallway.



Elite Replicas attack near the first locked security door.

You come to a room with two massive power cables leading into the wall. This is the first of three pairs of power controls you must activate. Two doors lead out of the room: one to the right and one to the left. Go through the right door, follow the walkway around, and climb the ladder. Use the console on the platform. The first power cable moves into its new position.

Backtrack and go through the second door. It leads to a second console. Use the controls to move the second cable. The security doors in the previous room are now open.

Use the consoles to move the power cables, then backtrack to the security door.



Move through the hall and climb the ladder at the end. Continue through the next hall. It leads to a room occupied by three Elite Replicas. The room has two levels. Two Elites are stationed on the lower level, and one is on the upper level. You can take cover behind the white block, or activate SlowMo and attack with the repeating cannon or Type-7. The third Elite will jump down as you fight the first two, but if he doesn't, step out from cover and attack him.

Climb the steps. There's a laptop sitting on a crate. Use it.



Three Elite Replicas guard a split-level room.

DATA

BRIEFING DATA
VOICE MAIL VISION

Things are starting to make sense. The name of the woman they used for Origin is Alma. That's who Fettel is looking for. He's going home.

Hey Betters, we already knew that. At least there's confirmation now: Alma is Fettel's mother, which has been hinted at but not confirmed.

Crawl under the nearby pipes and turn right. There is a grate ahead. As you approach it, you can see the glow of a Reflex Booster in a room above. You can grab it in a minute (or, if you're impatient, jump from the crate to the pipes, and jump to the room above). Smash the grate, and climb into the duct. Crawl forward, drop, and proceed to the next grate. Smash it and climb through.

Move under the pipes and smash the grate.



Exit the duct, move forward and climb the ladder. Follow the hall around to its end. Sitting nearby are the Reflex Booster and a med kit.



REFLEX BOOSTER



As you exit the duct, move forward and climb the ladder.



Follow the hall around to find the Reflex Booster and a med kit.

Return through the hall and go back down the ladder. Climb the steps and go through the automatic door, then proceed across the walkway. You are moving over the corridor that leads to the Vault entrance.

Continue forward through the next door. Grab the med kit from the shelf, and the Penetrator from nearby if you need it. Step through the automatic door. You are on an elevated walkway in a room with a massive piece of machinery. Turn right.

The floor below is guarded by Elite Replicas. You don't have anywhere to take cover, and the automatic door ahead is malfunctioning.



A squad of Elite Replicas is in the room below.

You see three Elite Replicas on the floor below, but when the fighting begins, two more enter the area. They don't spot you immediately, so take one out with a surprise shot from the Type-7 or the repeating cannon. Either drop to the floor for the remaining battle, or fight from the walkway, retreating through the door behind you to recuperate if things get tough.

Dropping to the floor is a viable option as well, as you can find cover and take less damage. But this provides the Elite Replicas with more tactical options, as they can maneuver around you.



As you fight the Elite Replicas, two more enter.

When the floor is clear, move down to the lower section of walkway and jump the railing, aiming for the stack of white blocks below to prevent taking fall damage. Grab equipment here, including body armor on the white blocks, and a med kit on a crate near the machine in the center.

The security doors are locked, so head down the steps to the recessed area under the machine, and follow the narrow passage leading down.



Move down the steps and through the narrow passage.

Navigate through the halls and down the steps. The passage leads to another room with power cables. The controls for the first cable are ahead as you enter the room. Use them to move the first cable.



Use the control to move the first cable of this pair.

Move down the walkway and try the second controls. The cable can't move, because something is blocking the link. Climb down the nearby ladder to the lower level. Climb the small set of steps and continue across the room. There is a ladder here, but before ascending, use the nearby laptop.



Use the laptop before climbing the ladder.

DATA

BRIEFING DATA
VOICE MAIL VISION

Oh, Jesus. She was just a kid. Says here Alma was 8 years old when Origin started up. They used a little girl. No wonder they're so fucking anxious to keep the lid on this mess. Somebody's gonna burn for this. That's why Aristide hasn't returned my calls. She's probably on a plane to Jamaica.

Climb the ladder. Use the control console to move the cargo blocking the power link. Climb down and go through the automatic door ahead. This room contains body armor, remote bombs, a med kit, and a Penetrator. Head up the two small flights of steps and jump over the railing, then use the console ahead to move the second power cable.



Use the controls to move the cargo platform, then return to the upper level and move the second power cable.



Turn around and return through the narrow corridor to the large room where you fought the Elite Replicas. The security door is open. Go through.

Stop at the corner as you approach the metal walkway. Lean to the left. The corridor ahead is guarded by three flying drones. Attack them from the corner. If they get too close, switch to the shotgun.

Return to the security door and go through. Three flying drones attack in the next room.



Move to the end of the walkway and turn right. You pass through a room with a large window looking out on the final power controls. Continue forward. Through another window ahead, you can see a room with two machines moving barrels. The door to this room is malfunctioning. Continue past it and continue moving until you come to a room with no exit. There's a med kit here. Grab it, then find the grate on the wall, hidden behind some boxes. Smash the grate and climb into the duct.



Move through the narrow corridors until you reach a room containing no exits. Find the grate in the corner and smash it to access the duct.

The duct leads you to another grate. Smash it and exit. You are now in the room with two machines that you saw through the window earlier. Watch the right machine. There is an occasional gap in its cargo of barrels. When there's a gap of four spaces, step into the gap. You drop to the floor.

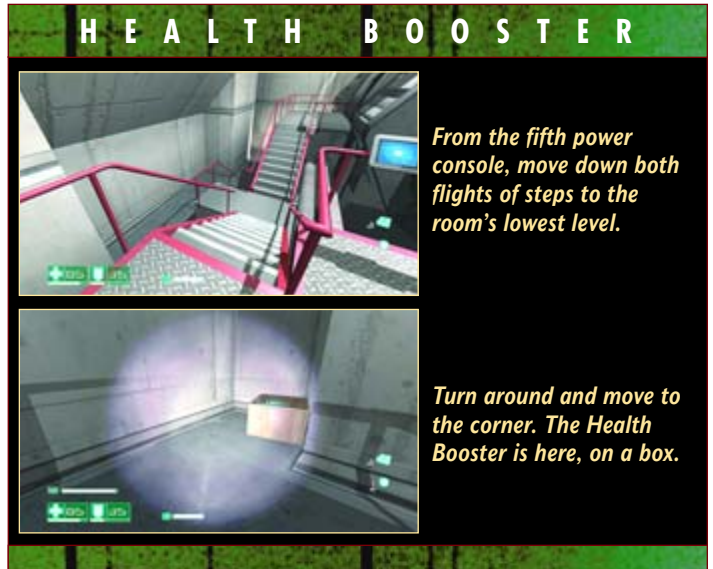


Watch for a four-space gap in the right machine's load, then step into the gap and drop to the floor.

Climb the steps and go through the door. It leads into the room with the final power controls. The first console is ahead. Approach it and activate the controls. Before moving on, look behind you to the left. A Health Booster is on the lowest level. Climb down and grab it.



The fifth power console.



From the fifth power console, move down both flights of steps to the room's lowest level.

Turn around and move to the corner. The Health Booster is here, on a box.

Stay on the lower level, and move to the far end. Turn right and move into the small passage under the machine. You come to a room with a phone, and the voicemail light is blinking. Use the phone to hear the messages.



As you move toward the final control console, you find a phone with voicemail.



VOICE MAIL

■ BRIEFING DATA
■ VOICE MAIL VISION

You have two new messages. First message from Genevieve Aristide.
Harlan, it's Genevieve. Listen, I understand your feelings, I really do. But this is no time for sentimentality. If Origin is uncovered, every single one of us will burn for it. It's time we buried the dead, don't you think?
Next message from Genevieve Aristide.
Harlan, it's me again. If you want an apology, then I apologize. I was wrong. You were right. In any case, I want to be sympathetic, but the situation is urgent. I'm sending Mapes to take care of things since you seem reluctant to do what needs to be done. I hope you can find it in yourself to assist him.

The messages confirm that Mapes was at the compound on Aristide's orders. He probably didn't expect to get shot for his trouble.

Grab the med kit from the nearby shelf if you need it, then climb the ladder. Move through the halls. They lead you to a metal walkway. The final control console is ahead. Use it. The security door to the left opens, and you can now open the Vault door.

Activate the final console and go through the security door.



OBJECTIVE: ENTER THE VAULT

Head up the steps. Two Elite Replicas attack. Activate SlowMo and hit them with your best weapon. There's nowhere for you to take cover without retreating to the hall behind and hoping they follow, so take them out.

Past the Replicas is a control console. Use it to lower the nearby elevator.

Two Elite Replicas attack as you head to the Vault door. Behind them is an elevator, which takes you to the corridor near the Vault.



You are in the large corridor leading to the Vault. Ahead are apparitions of Alice Wade and Fettel. Is she already dead? Are you too late? Fettel must be in the Vault already. A lot of questions will be answered when you find him.



You see an apparition of Fettel and Alice Wade. You may be too late to save her.



Turn left and proceed toward the Vault. As you approach, three flying drones attack. They are in the huge open area around the Vault and have a great deal of room to maneuver. Take cover behind the white blocks near the walkway, activate SlowMo, and attack them.



Three drones attack as you approach the Vault door.

As you near the Vault, Mapes talks to you. He's alive, amazingly. He tells you that you need to destroy the facility, before Wade lets Alma out. "If he lets her out..." he says, menacingly, but does not finish. He explains how you can destroy the facility: inside is a reactor with four pylons. If you destroy the pylons, the reactor will blow.



Mapes is alive, and he explains how you can destroy the Vault.

Turn around and use the console. The Vault door grinds open. Move into the Vault entrance. Ahead is a lift. Stand on the lift and use the controls. It begins its long descent into the Vault. Better tells you that he's losing your signal, so you won't have contact while inside the Vault.



Enter the Vault and use the lift.

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative has entered the Vault. Norton Mapes wants the facility destroyed due to an unspecified hazard. His motives seem selfish, but caution is recommended.

MISSION: Objective remains to secure Harlan and Alice Wade and eliminate Fettel.

You are inside the Vault. You need to find Harlan and Alice, and stop Fettel. There's nowhere for him to run now.

Harlan shot Mapes, but he was alive when you left him. He is following the orders of Aristide, who wants the vault destroyed, but after all his unpleasantness, he did help you gain access to the Vault, and told you what to do to cause a reactor core breach and blow the place up. It's clearer why he was evading you—he was trying to get to the Vault to do the job himself. He's just lucky he lived this long.

And, based on the data you've found, you have proof that Alma was Fettel's mother. What his, or Harlan's, intentions are once they get inside remain unclear, but there's little chance that either is up to any good. Based on the information you've found about Origin, Harlan Wade is as much of a monster as Fettel.

Destroying the place is the only chance of putting an end to all this.



The lift carries you down into the Vault.

OBJECTIVE: LOCATE HARLAN WADE

The lift continues its descent. When you reach the bottom, you see a massive structure in front of you: a huge sphere held in place by a field of energy. Step off the lift and head through the door to the right.

As you enter the next room, a squad of Elite Replicas run in. They won't reach you yet.



Through the window, you see a squad of Elite Replicas rushing in to stop you.

Continue forward. You see bloodstains in the corridor ahead, as if someone had been dragging a body. Not a promising development. Approach the bloodstains. Ahead, you see a horrifying vision: Fettel in a bloodstained room, devouring someone who looks like Alice Wade. Next to him stands Alma, who whispers, "Kill them all."

As you approach, the room changes around you.

VISION

BRIEFING DATA
VOICE MAIL VISION

You are surrounded by flames, armed with only a pistol. Fettel is ahead. Approach him. He asks if you know why you're here, who you are. He vanishes. Several Nightmares appear. Shoot them before they can reach you.



You can barely make out Fettel among the fire.

Fettel reappears. "What's the first thing you remember?" he asks. He says you don't know your given name. "You have no history." He vanishes again. More Nightmares appear. Shoot them.



Each time Fettel vanishes, Nightmares appear. Shoot them before they can harm you.

Once more, Fettel appears. "You and I were born from the same mother," he tells you. So it's true: you are the first prototype. More Nightmares appear. Shoot them.

Fettel continues. "She cannot see in your mind, but perhaps you can see into hers. A life of waking from one nightmare only to find herself deep in another."

A final group of Nightmares appears, and you find yourself in Fettel's cell. He kneels on the floor before you. "I will set her free," he says.

Walk forward and shoot him. The vision ends.



Fettel kneels on the floor of his cell. Shoot him with the pistol.

Fettel's body is here, next to the Alice Wade's body. Your primary objective is complete, but you still need to stop Harlan Wade.



Paxton Fettel is dead, as is Alice Wade.

NOTE

YOU EMERGE FROM THE VISION ARMED WITH ONLY A PISTOL. THOUGH THIS SEEMS LIKE A BAD SITUATION, IT ISN'T. THE PISTOL IS A GREAT WEAPON FOR THE REST OF THE GAME, AND YOU SHOULD KEEP IT IN YOUR INVENTORY.

Walk up the steps and grab the med kit from the desk, then move around the corner ahead. Here are the Elite Replicas who were charging in to attack. With Fettel dead, though, they are useless. Their psychic connection has been broken. Hit them with a melee attack, then grab their dropped repeating cannons. Keep the pistol as your active weapon for now.



With Fettel's demise, the Replica army has been disabled.

Move into the next hall. There is a laptop on a counter. Activate it.

This laptop doesn't upload any data. Instead, it shows you a video of Wade talking about Alma. He says she was a disturbed child, and that Marshall Disler recognized that she was telepathic, sensitive to the negative emotions of others. He says she was only removed from "the chamber" twice, and was comatose. But when the first prototype was born, she awoke and screamed. She was only 15 at the time. He says there are "plausible scientific explanations" for the events that followed, but that it was just "a question of hatred." He knows that Alma will kill him. The video ends.



Activate the laptop for a video of Harlan Wade talking about Alma.

Continue down the hall to the elevator. Use the console to activate the elevator.

As you rise, you hear a computerized voice say, "System analysis commencing."

Approach the door. Through the window, you see Harlan using a console. You cannot open the door, so all you can do is watch. He tells you more about Alma. She was placed in the chamber just before her eighth birthday, and died "six days after we pulled the plug." The computer voice announces that the release sequence is complete.

Wade is surrounded by a black mist, and Alma, in teenage form, steps out of the chamber.



Ride the elevator to the upper floor and watch through the locked door as Wade releases Alma.



VISION

BRIEFING DATA
VOICE MAIL VISION



You are back in the hospital.

You are suddenly back in the hospital. Alma stands before you.

She begins moving toward you. "Kill them," she says. "Kill them all."

The vision ends and the door opens. Wade is dead on the floor. Bloody footprints lead away from the body. Follow them through the automatic doors.

You come to a large room. Alma is walking ahead. Move toward her, grabbing the body armor near the steps and the med kit from the table as you proceed. At the corner, Alma has vanished, replaced by a black mist. Step into it.

Follow Alma around the corner and step into the black mist.



VISION

BRIEFING DATA
VOICE MAIL VISION



Shoot the Nightmares as they attack from the fire.

You are surrounded by flames. Nightmares move in from all directions. Shoot them as they appear.

The vision ends quickly, but something strange happens. Ahead of you, the air warps and turns dark. Nightmares begin pouring out of the portals. Shoot them as they come at you. Releasing Alma must've made her apparitions more powerful. They can attack you in the real world now.



Nightmares can now attack you in the real world.

TIP

NIGHTMARES ARE EASY TO KILL, BUT THEY MOVE QUICKLY AND ARRIVE IN LARGE NUMBERS. ALWAYS RELOAD YOUR WEAPON AFTER A FIGHT SO YOU DON'T HAVE TO WASTE TIME RELOADING DURING AN ATTACK.

Go through the automatic door and down the hallway to the right. You see a short flight of stairs ahead. Before descending, turn left. A Reflex Booster is hidden in the corner.

REFLEX BOOSTER



After the first real-world Nightmare attack, go through the automatic door and down the hall.



When you reach the stairs, turn and look left.



The Reflex Booster is hidden in the corner.

Go down the stairs and around the corner. You come to a room with what appear to be two large computers. More Nightmares attack as you enter, pouring in from two corners of the room. Back up and take them out with the pistol as they approach.



More Nightmares pour in and attack.

Move up the stairs and through the narrow hallway. You come to a large room with a few white blocks. More Nightmares attack here, coming from the corner near the door and from the room beyond. Quickly fire at them all as they fly toward you.



A large group of Nightmares appears from this room and the adjacent room.

Move into the next room. Grab the med kit on the table, then turn left and head down the hallway. You come to a walkway that surrounds the reactor.

OBJECTIVE: EXPOSE AND DESTROY THE REACTOR CELLS TO SABOTAGE ENERGY PYLONS

You can see the reactor, but you can't harm it from here. Move down the walkway and to the right. Get on the elevator ahead of you and use the console to activate it.



Move around the reactor to the elevator.

The elevator rises up to a hallway. Turn left and move down the hall to the reactor room. Cross the short metal bridge to another hallway, then follow that around until you reach a platform overlooking the reactor room. There is a console here; se it to expose the reactor cells.

Four reactor cells lower. Shoot each one. A single shot from the pistol will destroy them. The Vault begins to shake. The reactor is about to blow—you need to escape!

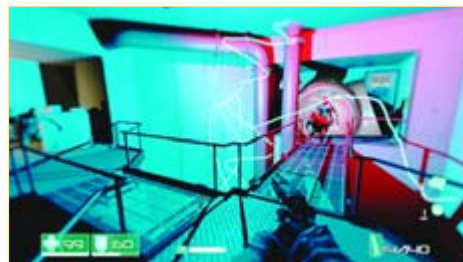
Use the console to expose the reactor cells, then shoot them as they appear.



The loss of power has disabled the elevator. Turn around and move through the automatic door ahead. Grab the med kit from the shelf, then step onto the metal walkway. As you reach the center, Nightmares pour in from two sides of the room. Shoot them as they appear. Straight ahead is a dead end,



but you can grab a rocket launcher. The rocket launcher is a fairly useless weapon at this point, but if you're running low on ammunition you can grab it. Go left on the walkway and through the hallway beyond it.



Nightmares attack as you cross the metal walkway.

As you move, the floor shakes under you, occasionally making it difficult to move forward. Don't worry: There's no time limit. Continue through the hallway. You come to a room with a recessed area. Keep moving straight through the room and out the other side.

You come to another metal walkway. Ahead, you see Alma pass by.



You see Alma as you approach this metal walkway. Ahead, you can find a submachine gun.

Turn left in the hallway where you saw Alma.

It's a dead end, but a submachine gun is here. Unlike the rocket launcher, the submachine gun is an excellent weapon against Nightmares. Grab it. You should now have a pistol, a submachine gun, and the repeating cannon.

Turn around and move straight down the hallway. The lift out of the Vault is straight ahead. Climb on and use the controls to begin your ascent.



The exit lift is still online.

When you reach the top, the Vault door opens. Exit the lift and move out of the Vault.

You don't see Mapes. As you cross the metal walkway, you see the air warp ahead of you. More Nightmares are incoming. Attack them with the submachine gun, then rush forward and enter the elevator ahead. Turn around to see the large "02" on the door. It's a different entrance to the Vault; that's why you didn't see Mapes. Who knows what happened to him.

As the elevator doors close, more Nightmares begin pouring in. From the looks of it, a lot of them. Before they can attack, the doors close and the elevator begins to rise.



As you leave the Vault, another group of Nightmares attacks. Destroy them, then head for the elevator at the end of the walkway.

RETALIATION: GROUND ZERO

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: The facility's main reactor has gone critical. A chain reaction is imminent.

MISSION: F.E.A.R. operative should attempt to get as far from the facility as possible.

Fettel is dead. Alice Wade is dead. Harlan Wade "freed" Alma, who then killed him. You managed to cause a reactor breach, and the Vault is about to blow. You escaped the Vault, but you're still in Auburn. You need to escape before you're taken out along with everyone else.

And Alma's spirit is still loose. Hopefully, the destruction of the Vault will also mean the end of Alma.

OBJECTIVE: REACH SAFE DISTANCE FROM REACTION

The elevator arrives in a storage room. There's some body armor, a med kit, a shotgun, and a rocket launcher. If you still have ammo for your current weapons, don't swap them out. As in the Vault, speed is more important than power. Exit through the concrete doorway.

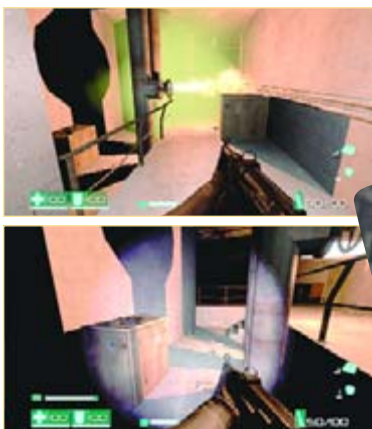


Grab the body armor and med kit if you need them, then exit through the concrete door.

Climb the stairs. An explosion causes a gas pipe to break to the right, preventing access to the door. Go left down the hallway.

Another gas pipe breaks up ahead, preventing further movement along the walkway. Hop over the railing. A Penetrator sits on a crate here. Swap it out for your pistol if you're running low on pistol ammo. The Penetrator has a good rate of fire, so it's a decent choice against Nightmares.

A broken gas pipe prevents further movement on the walkway. Hop over the railing to avoid the fire, and grab the Penetrator while you're down there.



Climb up the steps. The hallway ahead leads to the left and right. Another gas pipe breaks to the right. Before heading left, though, take out the Nightmares that begin appearing near the broken pipe. Otherwise, they'll sneak up behind you and do a great deal of damage.



Turn right and take out the Nightmares that appear near the busted gas pipe.

Turn around and head toward the large room ahead. It is a maze of crates. There's a med kit by the window. Pick it up if you need it, then proceed all the way to the far end of the room. As you near the far end, Nightmares begin appearing all around you. Take out the Nightmares in the back corner first, then move back there. This forces the other Nightmares to come through the crates, giving you a nice position to pick them off. Grab the med kit nearby.



You are surrounded by Nightmares as you move through the large storage room.

Don't move just yet. If you look straight down the wall to your left, you can see a Health Booster. Go pick it up. If you already grabbed every other Health Booster, you're at the maximum 199 health already, but at least picking up the Health Booster will heal you to full.



HEALTH BOOSTER



Move to the back corner of the storage room full of crates.



Turn and look down the wall to your left. The Health Booster is sitting on the floor at the far end of the warehouse.



Walk between the crates and the wall to pick it up.

Exit the crate storage room into another large storage room, this one filled with large shelving units. More Nightmares attack here, so be on guard. Move between the shelves, and pick up the body armor and med kit. Move to the back of the room and turn right. You see metal double doors ahead.

Approach the doors. They burst open, and several Nightmares attack. Kill them and head through the doors. You are in a third storage room. Head down the steps. When you reach the lower area, Nightmares come in sporadically among the shelves. Fight your way through to the stairs at the back, then climb up.

You fight Nightmares in two more storage rooms.

As you move through the hallway, turn right to see more Nightmares coming after you. Kill them, then grab the submachine gun from the hall. Take the med kit from the shelf if you need one, and then turn left through the doorway.



Turn right as you move down the hall to see these Nightmares before they attack.

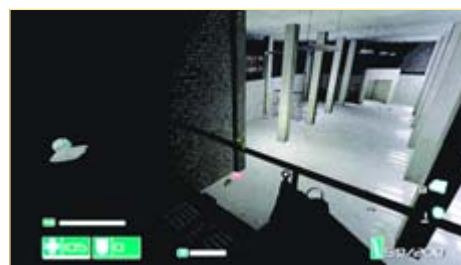
Proceed down the hallway filled with junk. There's another med kit to pick up. At the end of the hallway is a small room with a Penetrator on a desk. Pick it up. Exit the room into the next room.

Follow the metal walkway around the machine in the center of the room. Keep moving even when the room is rocked by a tremor. Climb the stairs at the far end.



Move around the machine and up the stairs.

You come to a walkway that ends at a locked door. Look right. There is a large, empty warehouse below. Jump over the railing and down to the floor. Arm yourself with the submachine gun.



Jump over the railing.

A large number of Nightmares begins appearing from several portals at the room's far end. There's no exit, so stand your ground and begin firing at the portals. Don't even release the trigger. Just keep firing a continual stream at the portals and take out every Nightmare that comes through.

If you run out of ammunition, switch to the Penetrator. You may take some damage during the switch (or when you need to reload the submachine gun), but you should be able to get most of the Nightmares before they even get close to you.



Continually fire the submachine gun at the portals.

RETALIATION: GROUND ZERO

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When the last Nightmare is destroyed, the boards blocking the openings in the floor smash upwards. Drop down into the passage below.

Move through the opening. A few Nightmares appear ahead, one smashing through a nearby wall. Kill them, then grab the med kit and turn right down the long passage. Arm the repeating cannon or the Penetrator and begin moving down the passage.

Another very large group of Nightmares appears. Back up and fire the repeating cannon. Because of the narrow confines, you'll kill them all with just a few shots. Keep moving down the passage, until it changes around you.



A final group of Nightmares attacks you in the underground passageway.

VISION

BRIEFING DATA
VOICE MAIL VISION

You see a pair of double doors at the top of a stairway ahead. Climb up and open the doors and go through. You are in a room filled with fire. Turn left to see Alma coming after you. Shoot her in the head until she vanishes. If she touches you, you will die.



Shoot Alma until she vanishes.

Proceed up the stairs to the double doors. Open them and go through. Again, Alma appears and comes after you. Shoot her repeatedly in the head until she vanishes again.



Alma comes after you again. Shoot her until she disappears.

Walk through the doorway and turn left up the stairs. Continue forward and move quickly to the doors ahead. You hear Fettel's voice. "You were born here. In this place. I was there."

Reload the pistol before you go any farther. Open the doors. Walk to the end of the hallway. Through the windows, you see Alma kill the doctor.



Walk to the doors, then quickly turn around.

As soon as you see the doctor's death, turn around. Alma is coming down the hallway toward you. Aim the pistol at her head and keep firing and firing until she disappears in a flash of white.



Continue shooting Alma in the head until she vanishes.

After her final approach, you see a short scene showing your birth. Alma is screaming that she wants you back, and Harlan Wade tells you that "you will be a god among men."



Then you see Alma's file, and her real name is revealed: Alma Wade.

A L M A

Alma is a really tough opponent. Her attack is instantly lethal, and it takes at least 11 shots from the pistol to kill her.

The vision ends and you are back in the hallway. Move forward to the end, open the doors, and enter the elevator. Use the controls to operate the elevator. It takes you up, opening on a big empty room. The only feature is a large window. Jump through the window.

Ride the elevator up and jump through the window.



Outside, you see that you're too late. The reactor has blown. The mushroom cloud is rising over the town, and everything is being demolished by a powerful shockwave. There's nothing you can do but watch in awe and wait for it to hit you.



There's nowhere to run: The reactor is blowing, and you are trapped.

EPILOGUE

You wake up in the Blackhawk. Jin and Holiday are with you, but they say they have no idea how much damage the explosion has caused. They are both amazed that you survived, but you're not the only one who survived.

TIP

STAY TUNED THROUGH THE FINAL CREDITS TO HEAR A FINAL PHONE CALL BETWEEN GENEVIEVE ARISTIDE AND HER SENATOR FRIEND, WHICH ADDS ONE MORE INTERESTING BIT OF INFORMATION.





BONUS MISSION
INSTANT ACTION MAPS
MULTIPLAYER



BONUS MISSION: HOLIDAY

BRIEFING

BRIEFING DATA
VOICE MAIL VISION

SITUATION: F.E.A.R. operative has gone to investigate the cause of the fire alarm. Aldus Bishop remains in the custody of Douglas Holiday and SFOD-D.

MISSION: Protect Aldus Bishop.

In this Xbox 360 bonus mission, unlocked after completing the **Blindside** mission in the single-player campaign, you play **SFOD-D explosives expert Douglas Holiday**. As Holiday, you must escort Bishop to the roof while the point man investigates the cause of the fire alarm.

CAUTION

YOU CANNOT USE SLOWMO IN THE BONUS MISSIONS, SO ENGAGE THE ENEMY WITH EVEN MORE CAUTION.

OBJECTIVE: ESCORT ALDUS BISHOP TO THE ROOF

As soon as the mission begins, several Replica soldiers enter the room from the hallway leading to the elevators. Take them out, then grab the equipment (including the assault rifle leaning on the wall and the med kit in the storeroom), and move down the hallway. Grab another med kit from the first office, and two more from offices in the hallway ahead. These med kits are in the same locations as in the Bishop mission, so you shouldn't have trouble finding them.



Two Replicas attack as soon as the mission begins.

The security gates are still locked, so go through the hole blown in the office wall earlier. The elevator lobby is very heavily occupied, so proceed carefully. There are several Replica soldiers here, as well as a Heavy Armor. Use the entry hall corner for as much cover as it can provide. You don't have SlowMo or a shotgun, so you have to take out the Heavy Armor with the assault rifle or the submachine gun.



A Heavy Armor and several Replica soldiers guard the elevators.

As you ride up, Bishop expresses some concern about what the Replicas want with him. He says he doesn't even know Harlan Wade, and that he only works with his daughter. When the elevator arrives at its destination, more Replicas attack.



Bishop is confused about why he's a target.

Either stay in the elevator for cover, or move forward to the desk. Three Replicas attack from the reception area: one from the floor, one from the upper level, and a third comes down the hallway when the fighting begins.



Stay in the elevator and fight the incoming Replicas.

When all three are dead, grab the equipment from the reception desk, and begin moving down the hallway. As you approach the end, a nearly invisible figure, shooting blue sparks, moves by quickly ahead. It looked like an Assassin. It goes through the security door and disappears. The security door closes.



A strange figure runs by ahead.

Turn right at the end of the corridor, then proceed cautiously to the end. Do not turn on your flashlight. Take cover at the corner and lean around. The hall ahead is heavily occupied. Use the corners for cover, and toss a grenade or two down the hall to flush the Replicas out.

BONUS MISSION: HOLIDAY

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The hallway is heavily guarded.

When the hallway is secured, gather up the equipment from the offices. Make sure you grab the body armor from the lounge at the end of the hall as well, and check the Replicas to see if any of them dropped a shotgun. Turn down the hallway from the lounge and, again, proceed carefully.

The next area is a small maze of offices. They are heavily guarded with Replica soldiers. There is also a Heavy Armor here. It's easy to get flanked here if you move too far in, because the Replicas will maneuver through the offices to get behind you. Finish as much of the fight as you can from the first corner.



Several Replica soldiers and a Heavy Armor are stationed near the offices.

Take out the Heavy Armor first. You should have a shotgun by now, but you don't have SlowMo, so you need to be careful. You can rush him, but watch your health. When the Heavy Armor and his escorts are dead, grab the equipment from the offices and go through the door marked "Keep Out" at the far end of the area.

You enter a meter room. As you do, the Assassin moves by at the end of the room.



The Assassin makes a second appearance as you enter the meter room.

Walk up the steps and grab the med kit from the toolbox. You hear Replica radio chatter ahead.

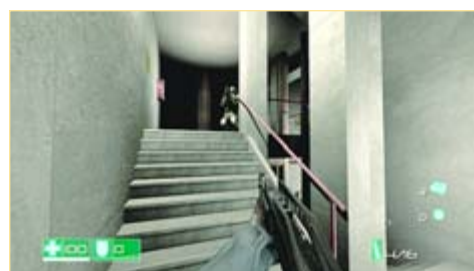
Replicas occupy the small room just ahead. Quickly turn the corner and take them out with the shotgun. Proceed to the stairs, and climb up to the metal walkway. There are more Replicas. Use the shotgun as you proceed, because it makes short work of the enemy in these tight quarters.

Use the shotgun to blast through the lower level and up the stairs to the metal walkway.



Grab the armor at the end of the walkway. Bishop says you need to find Alice. Better assures him that someone will find her, but the first priority is to get him to safety.

Head up the small flight of steps and approach the corner. You spy another flash of electricity from the Assassin ahead. As you round the corner, the double doors ahead blow open, and a Heavy Armor emerges. Take cover at the corner and take him out with the shotgun.



A Heavy Armor bursts through the doors and attacks.

Go through the doors. The Assassin is here. He jumps from

the wall and attacks. You don't have SlowMo, so Assassins are much, much tougher. Fire at him any chance you get, and if he gets close, hit him with your gun butt. If you shoot the ground to kick up some dust, you can better see him when he's cloaked.



The Assassin attacks outside the elevator.

When the Assassin is dead, get inside the elevator. Bishop follows. As the elevator rises, you can hear a helicopter

nearby. This must be your ride. Exit the elevator when the doors open, then turn right and go through the door. The helicopter is right outside. Approach the helicopter to trigger the final scene, in which the ATC

security forces begin their mysterious attack.

Ride the elevator to the roof and approach the helicopter.



INSTANT ACTION MAPS

Instant action games are combat-heavy single-player missions in which you fight through a level, and earn points based on various factors. They tend to start fairly easy and get increasingly difficult as the mission wears on. The idea is to kill as many enemies as possible in as little time as possible, and use as little help (in the way of med kits) as possible.

Your score on instant action maps is calculated using the following factors:

- Mission completion
- Time to complete (no score if killed)
- Number of enemies killed
- Ratio of shots hit to shots fired
- Amount of armor left at the end
- Number of med kits remaining at end
- Number of hidden boosters found
- Multiple-kill bonus (for killing multiple enemies with a single shot or grenade)

CAUTION

IF YOU DIE ON AN INSTANT ACTION MAP, YOU NEED TO START OVER FROM THE BEGINNING.

MAP 1—DISTRIBUTION

In this instant action map, you fight through a series of four large courtyards. There are a couple of indoor spaces, but these are typically just passages between one courtyard and the next.

You begin in a short alley. The combat area is just ahead to the right. A med kit and some body armor are on a crate nearby, but you are already at full armor. To your right is a stack of barrels. You can jump up these to break a window and climb into an office, in which you'll find another med kit, some armor, and some weapons. A hallway from the office leads out into the courtyard.



The office near the starting point has a good stock of equipment.

The first combat area is occupied by a small squad of Replica soldiers. Immediately after you enter, though, a transport truck arrives with a Heavy Armor and more Replicas. Quickly move in on the Heavy Armor to take him out, then take cover and attack the Replicas. Shortly after the truck arrives, more Replicas arrive through a doorway on an unreachable platform to the right of the exit gate. A final group arrives from the platform on the left of the gate.



A transport truck arrives, carrying a Heavy Armor and a pair of Replica soldiers.

Before heading through the gate, quickly search the area for equipment if you need it. Run back and grab the body armor from the beginning if you're low, and look in the back of the truck for a Health Booster. Go through the exit gate.

HEALTH BOOSTER



Search the back of the transport truck for a Health Booster.

A long alley separates the first courtyard from the second. In the middle, you find some supplies, including a med kit and body armor. Approach the next gate and move through as it opens. A squad of replicas is already stationed inside. Take cover and attack.



The second courtyard has three Replica squad-entry points.

A second squad of soldiers arrives from an unreachable platform to the right (facing away from the entrance gate). The third squad arrives from the platform to the left of the entry gate. The final wave enters through a door on the far side of the courtyard, previously blocked by some crates. Eliminate the squad, then go through the door.



The second courtyard's final wave arrives through this blocked door. Kill them and use it to exit.

There's a fair amount of equipment in this hallway, so grab anything you need. Find body armor on both of the shelves and in both of the offices, and the second office also has some fragmentation grenades. As you approach the second office, you see a Replica standing near an exploding barrel in the courtyard. Shoot the barrel to take him out.



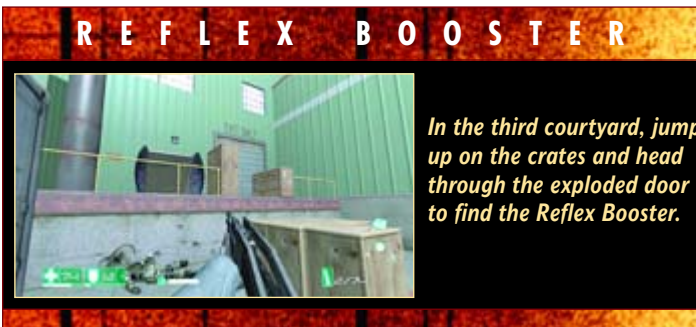
The offices between the second and third courtyards are full of equipment.

Step into the third courtyard and attack the Replicas already stationed there. As you enter, a transport helicopter arrives, and several Replicas rappel in, landing on the large cargo container in the center. Hit them with a grenade as soon as they land.



A squad of Replicas rappels in from a transport helicopter.

More Replicas arrive almost immediately. Some come in through a door to the right of the exit gate, while others enter from a door to the left of it (which they blow open with explosives). Some of these Replicas have Penetrators, so watch your armor. When all the Replicas are dead, the back gate opens. Before moving through, jump to the crates near the exploded door, then jump to the platform. Go through the door to find the Reflex Booster.



In the third courtyard, jump up on the crates and head through the exploded door to find the Reflex Booster.

A Heavy Armor guards the alley connecting the third and fourth courtyards. Don't waste grenades on him—just use the SlowMo/shotgun trick. Grab the nearby equipment and enter the fourth courtyard.

A Heavy Armor guards the gate to the final courtyard.



The fourth courtyard is occupied by a REV6 Power Armor. You can take it with the shotgun, though it's a good deal of work. But a better weapon is hidden in the courtyard.

Run all the way to the small alley in the back (if the Power Armor gets near the exploding barrel as you move, shoot the barrel). A rocket launcher leans against a crate here. Grab it, then run out and attack the Power Armor. Use SlowMo and circle it, and pound on it with the rocket launcher and grenades until it falls.



Find the rocket launcher in the courtyard before attacking the Power Armor.

While you fight the Power Armor, Replicas slowly trickle into the area. It's a small group, but watch out for them as you fight. When the Power Armor goes down, finish off the Replicas to end the mission.

MAP 2—ROOFTOP

This map is roughly the same section of the Armacham headquarters building as the LZ is Hot campaign mission. In it, you fight your way through the upper floors and rooftops. You only encounter Replica soldiers, but you encounter a lot of them.

As soon as the mission begins, you are standing on the helicopter landing zone, with a Replica already arming up to attack. He's carrying a rocket launcher, so take cover behind the nearby crates (you can also grab a med kit and a Penetrator here).



You're under fire from a rocket launcher wielding Replica almost immediately.

Kill the Replica and pick up the launcher. The office nearby has some supplies if you're hurt. Otherwise, start picking off the Replicas on the floor below with the Penetrator. Listen for their chatter to end to be sure you got them all, then head down the stairs, around the corner to the left, and through the door into the building.



Pick off the Replicas on the roof from the upper level.

FEAR

FIRST ENCOUNTER ASSAULT RECON

PRIMA OFFICIAL GAME GUIDE

More Replicas are stationed immediately inside. They take cover at the corners ahead. Either lean around the corner and attack them, or just fire the rocket launcher at the wall at the end to blast them out. Move down the hall and attack the lone Replica you encounter. Pick up equipment as needed while you move.



More Replicas attack as you enter the building.

Climb the steps and go down the hall to the red door. The door leads to another roof area, laid out almost identically to your entry point. Take out the Replicas on the ground level and proceed to the stairs. More Replicas guard the stairs. When this section of the roof is clear, climb the stairs and go through the door into the corridor.



You reach a second roof area that looks much like your entry point.

Three Replicas guard this long corridor. Take cover at the corner and eliminate them, then head

down the stairs at the end of the hallway. There's a good stash of equipment at the bottom of the stairs. Look at the side of the stairs to grab the rocket launchers.



Look for a rocket launcher next to the stairs in this supply room.

Proceed down the stairs at the far end of

the room. When you reach the bottom of the steps, turn around and look in the alcove for a Health Bo

HEALTH BOOSTER



Proceed down the stairs after the supply room.



When you reach the bottom, turn around to find the Health Booster.

Move carefully through the machine room. Three Replicas guard the exit, and it's a very tight area. If you have a shotgun, this is a great place to use it. The next hallway leads to a large room with some more machines. Replicas guard the exit. If you can hit them with a grenade, do so, otherwise take cover near the machines and attack.



Try to clear the machine room with a grenade, or take cover near the machines on the lower level.

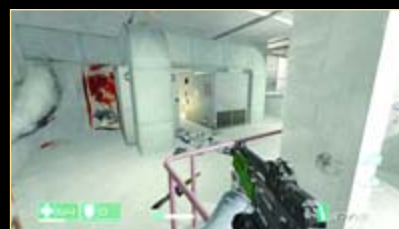
Go through the red door. A squad of Replicas attacks as you step out onto the roof. Take cover among the ducts as you fight them, and search the small alcove under the walkway for some equipment. Climb the steps and go through the door when this roof area is secure.



The next area of roof is heavily guarded.

Take cover at the corner and attack the Replicas guarding the room. When the coast is clear, move forward and look for the Reflex Booster behind the machines at the far end. Like the Health Booster, it's in the same spot as in the campaign version of this map.

REFLEX BOOSTER



After entering from the roof, look behind the machines.



The Reflex Booster is sitting on a barrel.

Climb up the steps. Follow the hallway to a room with a stairway at the far end. Two Replicas are coming down the stairs. Kill them, then climb the steps.



Attack the Replicas as they come down the stairway.

Grab the body armor and med kit from the table in the next room. There is also a med kit hidden on a wall behind some machinery. Grab what you need, then move down the concrete corridor.

Move through the security door and grab the med kit from the wall. The security door locks behind you. Move forward and attack the Replicas guarding the roof area ahead.



A squad of Replicas guards the roof.

When the roof is cleared, the security gate opens. Move through to the elevator lobby. Several Replicas attack as you enter. Take cover and eliminate them. The elevators arrive shortly thereafter. A Heavy Armor wielding a Type-7 arrives in one elevator, with three Replicas in the other. Activate SlowMo and take out the Heavy Armor as quickly as you can, then get the Replicas. After this battle, the next gate opens. Go through and the mission ends.

MAP 3—CONSTRUCTION

This map covers the same area of the Armacham building as the Watchers mission and the SFOD-D bonus mission. The layout is slightly changed, though, so don't be surprised if areas look unfamiliar.

You crash down through the skylight of the Armacham building. Jump over the reception desk just ahead to find a stash of weapons, then jump back over the desk and proceed through the open security door.



Jump over the desk to find a stash of weapons.

The hall shows evidence of an Assassin raid and, sure enough, as you reach the far end, one of those cloaked nuisances slips out of the shadows and attacks. Take him out, go to the end of the hall and search the office on the left for a med kit, then turn around and go through the large-windowed room to the double doors at the end.



An Assassin attacks in the hallway.

The double doors lead to a large lobby with a staircase. As you enter, a body falls from above and two more Assassins attack. Kill them, then search the hallway for a weapon and the office near the body for a R

REFLEX BOOSTER



As you enter the large lobby, a body falls from above, breaking an office window.



The Reflex Booster is on a desk in that office.

Climb the stairs. More Assassins attack so be careful as you move forward. Grab the med kits from the desks in the first and last offices, then move to the security door at the end when all the Assassins are dead.



More Assassins attack at the top of the stairs.

In the hallway after the security door, turn around to see an office full of equipment. In addition to a med kit and two pieces of armor, there are also fragmentation grenades and proximity mines, which become useful soon.



An office with a large equipment stash is just past the upstairs security door.

Leave the office and climb the stairs to the construction area. There's more equipment at the top of the stairs. A large squad of ATC security guards attacks in the first construction area. Proceed carefully but quickly. Remember, you want to get that time bonus.

Activate SlowMo and blast your way through the guards to the security door at the end. Pick up equipment as needed, but don't dally searching for it.



A large group of ATC security guards attacks as you enter the construction area.

Grab a med kit on a wall just past the security gate if you need it. The hallway

ahead is very dark, and as you enter it, two Assassins attack. Kill them with melee attacks or your shotgun, then move forward, to the left, and down the stairs.



Two Assassins attack in the dark hallway.

You enter a well-stocked equipment room overlooking more

construction. Grab everything you need, then head down the stairs into the large room below. Don't approach the security gate to the right yet. Instead, grab the armor from the table to the left, and enter the small, dark room straight ahead. Inside are some med kits and a boarded-up niche in the wall. Break the boards to find the Health Booster, as well as some fragmentation grenades and a Type-7 particle weapon.

HEALTH BOOSTER



Go down the steps from the equipment room.

Move forward into the small dark room just ahead.



Break the boards and grab the Health Booster.

Arm your submachine gun or assault rifle as you approach the security gate. It closes as you approach, and Nightmares begin materializing. They appear near the dark room and from the equipment room above. Blast them as they appear. After the Nightmares attack, two more Assassins appear. Kill them (don't forget to shoot the floor to stir up dust), then head through the gate when it opens.



You are trapped in the room and attacked by Nightmares.

In the lounge ahead, grab the armor and med kits, then turn right and go down the hall. ATC security guards and Replica soldiers are fighting it out in the next corridor. Lob some grenades to finish them all off quickly. Move past the vending machines and down the hall.



A squad of Replicas is engaged with a group of ATC security guards.

You enter a second construction area, which is heavily occupied by Replica soldiers. It's also fairly dark, so

be careful as you proceed. Grab the med kits and armor as you see them, and just keep moving forward, blasting through the occupants with your shotgun. In the final hall, just before the security gate, you will find a second Health Booster. There's a security gate at the end. When the

Replicas are dead, the security gate opens and returns you to your entry point. The mission ends.



The final construction area is guarded by a large squad of Replica soldiers.

HEALTH BOOSTER



Fight the Replicas in the final construction area, then look in the first unfinished room to the right.



The booster is on the floor.

MAP 4—VAULT

This is the toughest of the instant action maps, and one that is very tough to survive on harder difficulty levels. It takes you through the exit area of the Vault, which you have seen in the campaign's final mission. As you progress, you face some of the hardest opponents in the game, including Elite Replicas.

You begin in a very dark room. Before leaving, look around for some good equipment. There's a shotgun, a pistol (be sure you pick this up), some proximity mines, and a submachine gun.



Grab the equipment in the first room.

Equip your submachine gun or pistols, and go through the door into a large, deserted warehouse. As soon as you enter, a large group of Nightmares materializes. Stay near the doors and fire at them as they approach. When the ghosts are gone, move toward the far end, where you can find some equipment (including a repeating cannon). Behind you, even more Nightmares materialize, so spin around and attack with your pistols or submachine gun.



Two large groups of Nightmares materialize in the first room.

After the Nightmares are dead, a UAV flying drone attacks. Activate SlowMo and use your shotgun to kill it, and then take out the two drones that follow shortly thereafter. You aren't done yet. Grab the repeating cannon if you haven't already. Three Elite Replicas attack. Use the supports for cover, and hammer them with the repeating cannon.



After the Nightmares, you are attacked by UAV flying drones and, then, Elite Replicas.

When the cannon is empty, use your shotgun. When the Elite Replicas are dead, the boards in the floor are destroyed, allowing you to drop down. Do so. Grab some body armor in this tunnel, hidden near some trash. Then head down until the tunnel turns left. In the next section, another large group of Nightmares attacks. Use your submachine gun or the dual pistols, then search the small passage in the corner for some armor.



More Nightmares attack in the underground tunnel.

Move down the tunnel to the double doors and enter the warehouse. Move through the crates, and search in the corner near the exit for a Type-7 and a med kit. As you approach the exit door, it slams shut, and another group of Nightmares materializes behind you. Spin around and attack them.

As soon as the Nightmares are dead, a squad of Elite Replicas attacks. Two are outside on the roof, and the others are inside the warehouse. Use the Type-7 to kill them. Grab the med kit by the door, then exit.



In the warehouse you are attacked by Nightmares, and then by Elite Replicas.

There's some body armor in the next room. Pick it up. You can also see a blue glow coming from a sink in the corner. Examine the sink to find the Health Booster.



HEALTH BOOSTER



After the warehouse battle, you enter a storage room.



The Health Booster is in the sink in the corner.

Turn left from the sink and move down the walkway. You are on the upper level of a warehouse. Move to the end and jump over the railing. Nightmares attack as soon as you hit the floor. Kill them, then search the room for some fragmentation grenades and two med kits, both of which are attached to the walls.



Jump over the railing into the warehouse and fight the Nightmares.

The second med kit is somewhat hidden next to the double doors. As you approach these doors, they burst

open, and an Elite Replica wielding a rocket launcher attacks. Activate SlowMo and try to kill him quickly with the Type-7. If he's too tough, move back and take cover and wait for him to come into view.



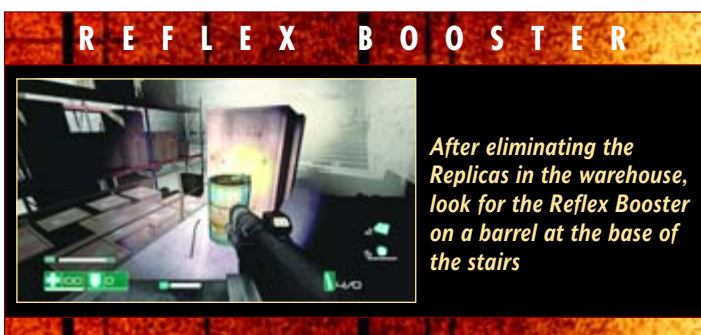
The double doors burst open, revealing an Elite Replica with a rocket launcher.

The next warehouse is occupied by a large squad of standard Replica soldiers. Be

very careful as you enter the room, because it is very dark near the back, and they are waiting in ambush. Eliminate the Replicas, then climb the steps. The Reflex Booster is sitting on a barrel at the base of the steps.



A large squad of Replicas is stationed in the warehouse.



After eliminating the Replicas in the warehouse, look for the Reflex Booster on a barrel at the base of the stairs

When the warehouse is empty, the double doors at the back burst open and an Elite Replica, armed with a Penetrator, attacks. Kill him with your best weapon and go through the double doors. Another Penetrator-wielding Elite Replica is in the hallway. Kill him, then look near the flame for some body armor, and in the dark recessed area for a med kit. Move down the hall.

TIP

GRAB THE PENETRATORS DROPPED BY THE ELITE REPLICAS IF YOU'RE RUNNING LOW ON AMMUNITION. YOU WANT A FAST-FIRING WEAPON IN THE NEXT AREA.



Two Elite Replicas attack after the warehouse battle ends.

As you turn the corner, an explosion rocks the vault, blocking your path in either direction. Jump

over the railing to the floor below. As you land, the room fills with flames, and Alma appears. Fire at her with any of your weapons until she vanishes. She appears a second time, this time from between the two pieces of equipment. Fire at her again. She appears a third time near the railing over which you jumped. Again, fire at her until she disappears. Her fourth and final appearance is at the back wall. Keep attacking until she vanishes with a scream.

Jump over the railing to the room below, and attack Alma all four times she appears.



When Alma is gone, a large hidden door opens. Go through. This room is full of equipment, but as soon as you step through, Nightmares begin materializing in the center. Kill them, then start gathering the armor and med kits.



Kill the Nightmares, then gather up the armor and med kits from the room.

There's a balcony on one side of the room.

Shortly after the Nightmares are eliminated, an Elite Replica with a rocket launcher appears on the balcony. Try to wait until he hops over to kill him, so you can grab his launcher, but don't wait too long. A group of standard Replicas comes next, followed by another Elite Replica. Kill them as they appear, using grenades and, if you manage to grab one, the rocket launcher. A third Elite Replica is your final opponent, so just keep moving

and using med kits as needed until the combat stops.



Replica soldiers and Elite Replica attack from the unreachable balcony in the room.

When the battle stops, Alma appears one final time. Thankfully she is in her harmless girl form, though, and the mission is complete.

MULTIPLAYER

OVERVIEW

For the most part, the tactics you learn in the single-player campaign apply to the multiplayer game as well. But there are some slight differences. The major difference is, of course, that your opponents are human players. This doesn't mean they'll be tougher (though many will be), it just means they'll be somewhat less predictable in their behavior. You can, however, learn to predict with some accuracy what human beings will do, simply by learning the maps and understanding where people will try to be and why. Knowing the spawn points for weapons and equipment gives you a huge advantage: Not only do you know where to grab them, you also know where to be to prevent other players from doing the same.

GAME TYPES

Your strategies in multiplayer games will vary depending on what type of game you're playing, so understanding the goals of each game type is important to understanding how to approach each map. Even variants in specific types of games affect, to some degree, the strategies you'll want to employ.

DEATHMATCH

In deathmatch games, your goal is to kill as many people as many times as possible. Deathmatch games typically have a time limit and a target number. The first player to reach the target number of kills is the winner or, alternately, the player with the most kills when the time limit is reached is the winner. Team Deathmatch games work the same way, but you are assigned to a team and you must work together to take out members of the opposing team.

ELIMINATION

Elimination games are much more challenging than deathmatch games, and also much quicker. In these matches, if you are killed, you don't respawn. You must be the last man standing to win. Team Elimination games follow the same rules, and the winning team is the team with at least one survivor at the end.

CAPTURE THE FLAG

Capture the flag is always a team-based game, and one that requires a somewhat different set of strategies from deathmatch or elimination games. Though you're still out to kill your opponents, your overall goal is to capture the flag from the opposing team's base and return it to your own flag, which must be at your base. A good capture-the-flag team has both a strong offense and a strong defense. The defense is especially important, because protecting your team's flag is vital. The team with the most captures at the end of the match is the winner.

SLOWMO VARIANTS

Each game type can also include a SlowMo variant. SlowMo is not typically available in multiplayer games. When it is available, it works quite differently.

When the SlowMo variant is selected, there is a SlowMo Recharge pickup somewhere on the map. This looks identical to the Reflex Booster from the single-player game. When a player picks up the SlowMo Recharge, his SlowMo meter begins filling up. When it is full, which takes awhile, he can activate SlowMo. All other players find that their actions are considerably slowed, while the activating player can act at almost normal speed. In team-based games, everyone on the activating player's team gets the benefits of SlowMo when it is activated.

There is a huge detriment to carrying the SlowMo charger. Everyone on the map gets an indicator showing where you are, which leads them right to you while you have it. And it is in every opposing players' best interest to kill you before you can activate it, so be prepared to run for your life until your meter is charged.

CAUTION

WHEN YOU POSSESS THE SLOWMO RECHARGE, EVERYONE ON THE MAP KNOWS WHERE YOU ARE, AND THEY'RE LIKELY COMING STRAIGHT FOR YOU.

WEAPON SELECTION

The only weapons you can pick up in multiplayer maps are the big guns, which spawn in specific predetermined locations. There are no standard weapons that spawn on the maps. Instead, you select your primary weapon from a menu at the beginning of a match. You can choose from all of the standard weapons.

DUAL AT-14 PISTOLS

Though these aren't terrible weapons, they're a bad choice for multiplayer games. There's no real benefit to selecting them, unless you're incredibly good and trying to give everyone else a chance. They fire quickly and are accurate, but they don't do the damage of your other options.

RPL SUBMACHINE GUN

This isn't a terrible choice, but it's not the best of the automatic weapons. It's fast and does a fair amount of damage, and so it can be a good weapon on maps with tight corridors and small open areas.

VK012 COMBAT SHOTGUN

A great weapon for maps with lots of narrow corridors and small rooms, the combat shotgun can tear through opponents as long as they're close to you. It becomes a liability on maps with larger, open areas, and is basically nothing more than a noisemaker on maps made for sniping.

G2A2 ASSAULT RIFLE

A good choice for almost any map, the assault rifle is strong at both medium and close ranges. You'll probably be outclassed by a shotgun on very tiny maps, but on maps with a mix of indoor and outdoor areas, it's a great, versatile choice.

10MM HV PENETRATOR

Like the assault rifle, the Penetrator is a good, versatile gun. Its only drawback is that it fires somewhat slower, so you can get outgunned simply by being too slow. It's very accurate, though, and has excellent armor penetration. As an added benefit, the Penetrator has no muzzle flash, making it a great weapon to use on dark maps or when hiding in shadows, where the flash of your gun can alert enemies to your position.

ASP RIFLE

This is a good weapon for maps with elevated sniping points, but if you take it you're pretty much committing yourself to sniping. The ASP is a difficult weapon to use in close quarters, because it's fairly slow to fire. If you want to snipe, though, take the ASP or look for a Type-7 on the map.

DUAL SM-15 MACHINE PISTOLS

This choice is only available on the Xbox 360. The dual machine pistols are a good alternate to the RPL submachine gun. Slightly less deadly than the assault rifle, but they're a good alternate choice for players who prefer the speed of the submachine gun to the power of the assault rifle.

OTHER EQUIPMENT

In addition to big gun spawn points, other equipment (such as body armor, med kits, and grenades) also spawns on the map, in specific locations. It's very important to learn the locations of these items. Armor is possibly the most important, although proximity mines and remote bombs are very valuable in multiplayer games. More than in single-player, you can use remote bombs and proximity mines to set up ingenious traps at high-traffic points (such as near big weapon spawns or health stations).

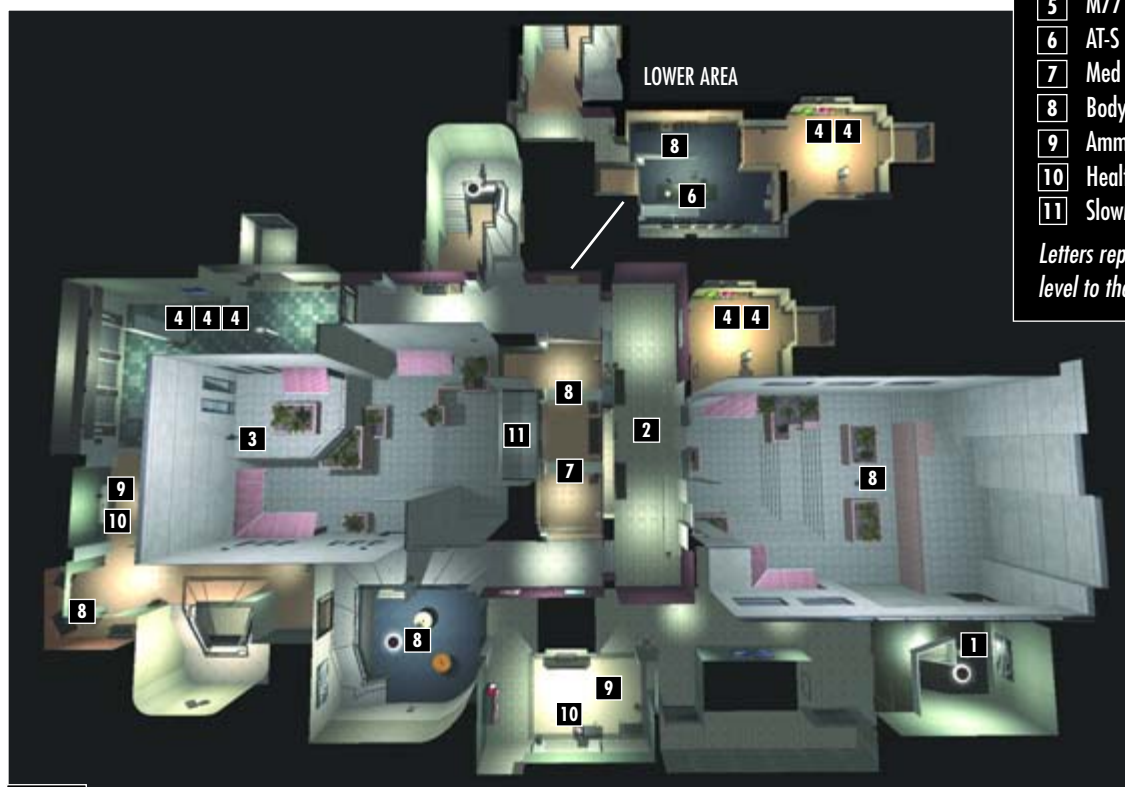
TIP

USE PROXIMITY MINES OR REMOTE BOMBS TO SET TRAPS IN HIGHLY TRAFFICKED AREAS OR NEAR COVETED ITEMS.

Multiplayer games also include two items not available in single-player games: the health station and the ammo station. The former slowly regenerates your health while you stand near it, while the latter refills the ammunition in your weapons. Using these stations is vital, but you leave yourself very vulnerable while you do. They are generally in visible locations, and staying put in multiplayer games (unless you've found a safe sniping point) is generally a terrible idea.

DEATHMATCH AND ELIMINATION MAPS

CAMPUS



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge

Letters represent routes from one level to the next.

Campus is a favorite among Type-7 snipers. The map is primarily laid out around a large courtyard, with several windows and balconies all looking down on its two sections. The Type-7 spawns in enclosed walkway running between the two sections of the closed walkway, so would-be snipers often need to run a gauntlet of their own kind to grab it. With all the attention paid to the center, though, the many hallways running through the building are often left neglected, making it easy to sneak up on a sniper from behind and take him or her out.

POINTS OF INTEREST

The windows overlooking the courtyard are the most strategic place to situate yourself, though they do leave you, in most cases, open to attack from behind. The window in the bottom corner of the larger courtyard is easy to defend, with only a staircase leading up to it and no other access points.



Windows overlooking the large courtyards are key strategic points for snipers, who do very well on this map.

The smaller courtyard has fewer sniping points, with balcony in the map's middle of the being the best. This is the SlowMo spawn on this map, however, and so it's well-traveled in games with SlowMo enabled. The balcony provides a good line of sight on the lower courtyard, though, and on the MOD-3 rocket launcher, which spawns on the far side.

TIP

IT'S NOT A BAD IDEA TO CONSTANTLY THROW GRENADES AT SNIPER POINTS AS YOU PASS, EVEN IF YOU AREN'T SURE THEY'RE OCCUPIED. BETTER YET, PLACE A PROXIMITY MINE NEAR A COMMON SNIPING POINT TO TAKE OUT POTENTIAL SNIPERS.



The balcony in the map's center gives you a good view of the smaller courtyard below, as well as the rocket launcher spawn.



In games with SlowMo enabled, the booster appears on the balcony.



The conference room has a proximity mine on the table and armor on a nearby chair, and you can pick up two fragmentation grenades near the vending machines in the next room.

TIP

IF YOU NEED TO RUN THROUGH THE COURTYARD, CONSIDER HOLSTERING YOUR WEAPON FIRST. IT ALLOWS YOU TO RUN FASTER, AND YOU'LL BE SAFER FROM SNIPER FIRE.

WEAPON SPAWNS

There are three big weapons on this map: the rocket launcher, the Type-7 and the repeating cannon. Of the three, the cannon is the safest to collect, as it is indoors and safe from sniper fire.



The rocket launcher spawns on an upper platform in the smaller courtyard.



The Type-7 spawns on the ground in the covered walkway between the two courtyards.



The repeating cannon spawns on a counter next to the stairs near the large courtyard. The counter provides a good ambush spot once you've grabbed it.

CONSTRUCTION



LEGEND	
1	MP-50 Repeating Cannon
2	Type-7 Particle Weapon
3	MOD-3 Rocket Launcher
4	N6A3 Fragmentation Grenade
5	M77 Remote Bomb
6	AT-S Proximity Grenade
7	Med Kit
8	Body Armor
9	Ammo Station
10	Health Station
11	SlowMo Recharge

Letters represent routes from one level to the next.

This map is a series of tight corridors and medium-sized rooms, making it a good map for most short- to medium-ranged weapons. There are two levels. The upper level features a rocket launcher that spawns in the center of a large room, and it can become the site of some major bloodbaths as a result. The proximity of armor and a health station makes it a great location for remote bomb or proximity mine traps. There's also a small rooftop area on the upper level, where the Type-7 spawns.

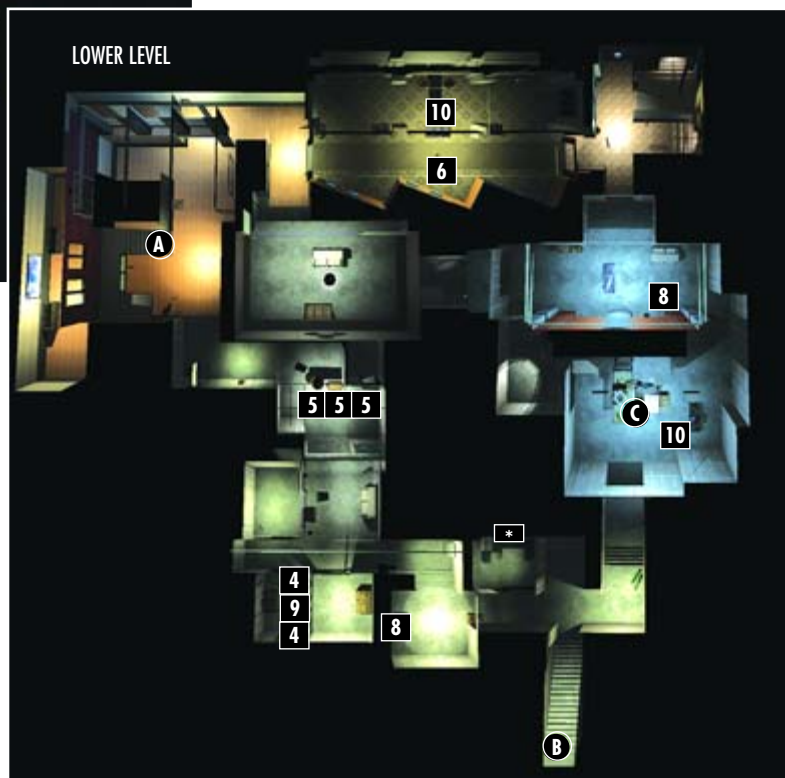
This isn't a great map for sniping, and the slow fire rate of the Type-7 makes it a less desirable weapon than usual. If you can set up shop near the scaffold leading to the lower level, though, you can get some sniping in. But be careful, as the area is very open to attack from all sides.

POINTS OF INTEREST

The upper level will be the site of a great deal of combat, as the two big weapons spawn upstairs. There are five routes to the lower level: A set of narrow stairs, a set of winding stairs, the scaffold, the balcony near the elevators, and through the skylight on the roof. Of these, the last two are one-way routes. The scaffold and the stairs are good places for remote bombs and proximity mines.



Press and hold Use at this security console on the lower level to view different area of the level. Your back is very exposed while using the console, so don't let your guard down.



The stairs and the scaffold are good places to set remote bomb and proximity mine traps. Watch for snipers on the upper level when near the scaffold.

WEAPON SPAWNS



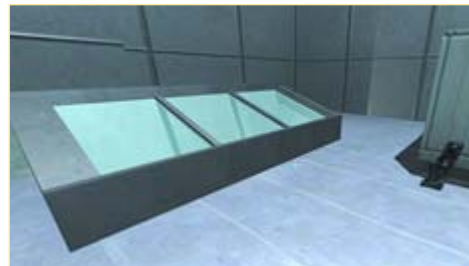
A proximity mine spawns near the health station in this long hallway.



The SlowMo Recharge spawns in this small room when available.

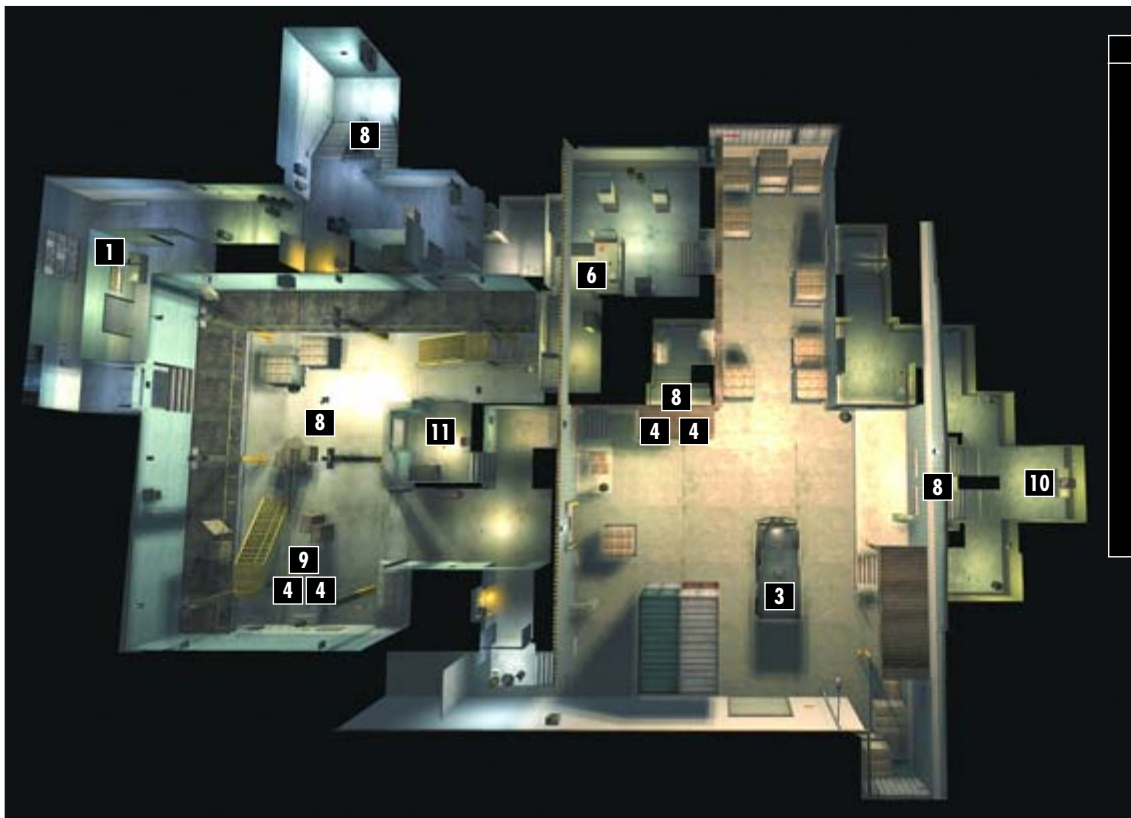


The rocket launcher spawns in this large room on the upper floor. It's situated near an armor spawn and a health station, making it a high traffic area, and a good place for traps.



The Type-7 spawns on the roof, near the skylight that you can use to access the lower floor. Place a proximity mine under the skylight to take down would-be snipers on their way down.

DOCKS



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge

Letters represent routes from one level to the next.

The docks have both tight interior spaces and one large open area, making it a good map for any style of play. The interiors provide good spots for standard weapons combat, while the exteriors allow you to pull out the big guns, of which there are two on this level: the repeating cannon and the rocket launcher. The lack of a Type-7 means that snipers have a tougher job ahead of them, but there aren't too many great sniping locations. The windows in the smaller warehouse do, however, give you a good view of the courtyard if you're determined to snipe with the ASP.

The main combat areas are the courtyard (where the rocket launcher spawns), and the larger warehouse, which contains both the repeating cannon and the SlowMo recharge. The courtyard provides many places from which to ambush other players moving through, and hiding among the crates can be a good way to rack up your kill count.

There are no remote bombs or med kit spawns on this map.

POINTS OF INTEREST

The small warehouse doesn't have much, but it does have some armor, the map's only health station, and some big windows overlooking the courtyard. Sniping from the windows is difficult, though, because your back is wide open. Luckily, you can spot almost anyone entering, giving you time to turn around and protect your neck.

The courtyard itself is treacherous, not only because of the windows looking onto it, but because of the many places where opponents can lie in wait, crouching behind crates and cargo, and leaning around to take out passersby. Prepare for a fair amount of bloodshed near the truck, where the rocket launcher spawns.

The large warehouse has more spawns, including the repeating cannon, which can be found on a desk in an upstairs office.

The courtyard has many places to hide, including these cargo stacks in the narrow alley. From these, you can get a clear view of the truck. This alley is a decent place for a proximity mine, because the cargo limits visibility.



Another stack of crates near the back of the truck is such an obvious hiding place that it is almost a guaranteed deathtrap. Still, if you get there without harm, you are relatively obscured with a good sight on players rushing for the launcher. Watch this spot carefully if you're headed for the truck.



The windows in the small warehouse provide one of the better sniping spots on the map, but you are very vulnerable from the back if your face is pressed to an ASP sight here.



The center of the larger warehouse is a big, open area. The office inside provides a good view of players passing through, but it'll be a popular spot in SlowMo-enabled maps because the booster spawns inside the office.



The only health station on the map is in the small warehouse.



This narrow alley outside the large warehouse provides a good route to the rocket launcher—and a great place for a trap or an ambush.

WEAPON SPAWNS



The repeating cannon spawns in an office on the upper level of the large warehouse.

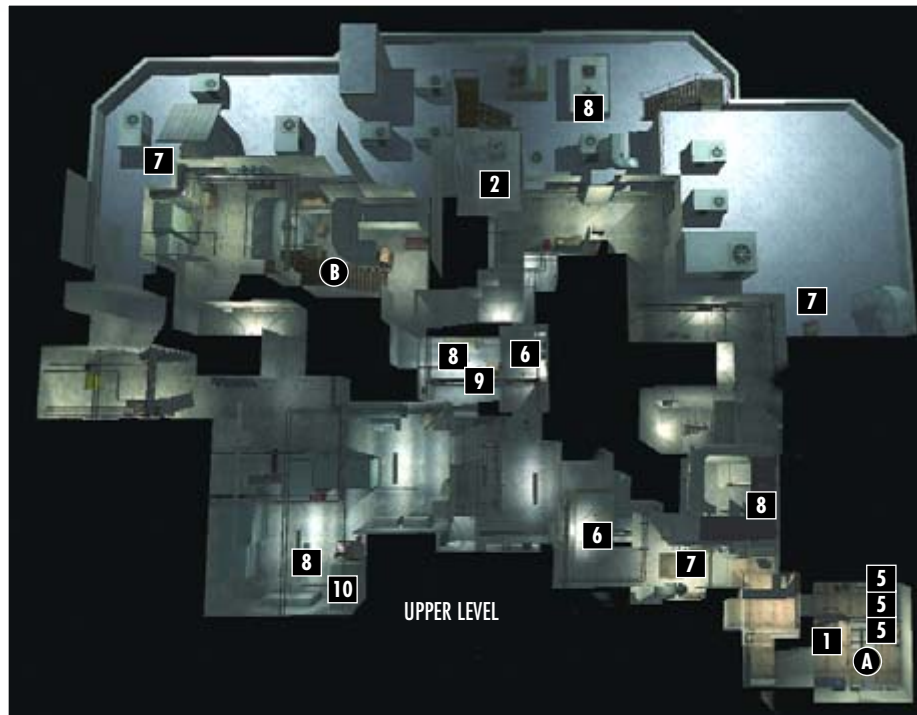


Find the rocket launcher in the back of the truck in the courtyard. Be very careful of traps and ambushes as you approach the truck.

EVACUATION

This map is broken into two distinct sections. There's a fairly large indoor area, where the assault rifle, Penetrator, and submachine gun are ideal, and a very large roof area with several tiers, where there are great opportunities for snipers and those with good medium-range weapons. Shotgun aficionados can do very well inside but will find the outside area a tough place to be.

Expect the action to be pretty spread out on this map, as players rush through the indoor areas to pick up supplies and get back to the roof. The narrow corridors of the building can be treacherous to navigate, while the lower areas of the roof are very susceptible to fire from above.



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge

Letters represent routes from one level to the next.

POINTS OF INTEREST



The ducts on the upper roof provide good cover and a great line of sight on the Type-7 and body armor below. Just watch out for snipers in the nearby windows.

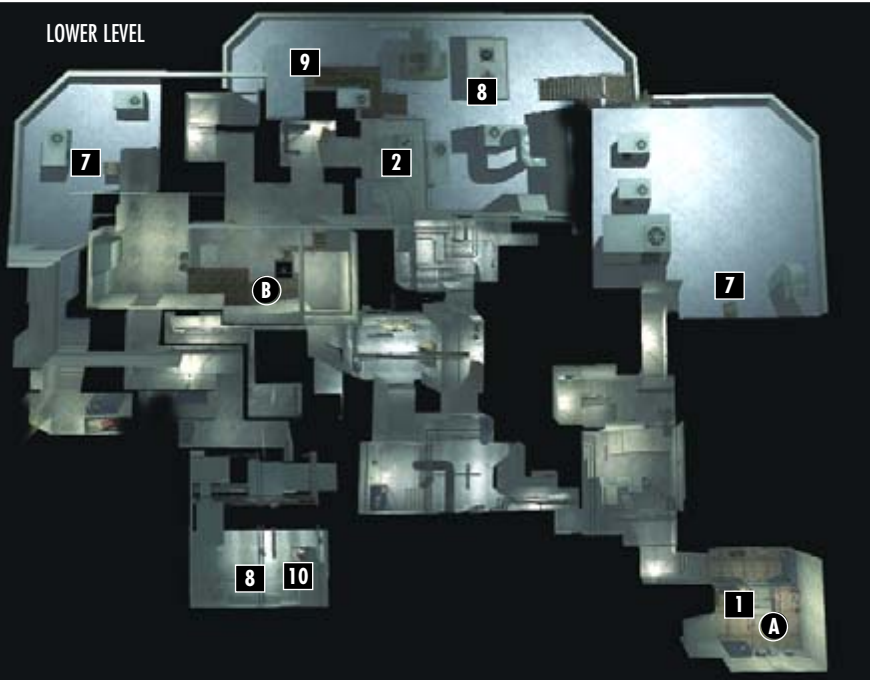


These windows provide a good line of sight to all the roofs, and the walls provide cover if you're spotted. But players stationed here are susceptible to attack from behind.

The interior is a maze of narrow corridors, which means you are always in danger as you move through them.



LOWER LEVEL



This small room has an ammunition station, body armor, and a proximity mine spawns just on the other side of the railing. Make this a regular stop on your route through the interior.



WEAPON SPAWNS



Med kits spawn near each of the doors to the upper roof levels.



The Type-7 spawns on the roof. Grabbing it makes you very susceptible to fire from above, so grab it and quickly get back inside through the nearby door.



The remote bombs spawn directly next to this power box, making it a treacherous stop, and a good place for a trap.



The repeating cannon spawns inside, in the same room as the remote bombs.

FACTORY

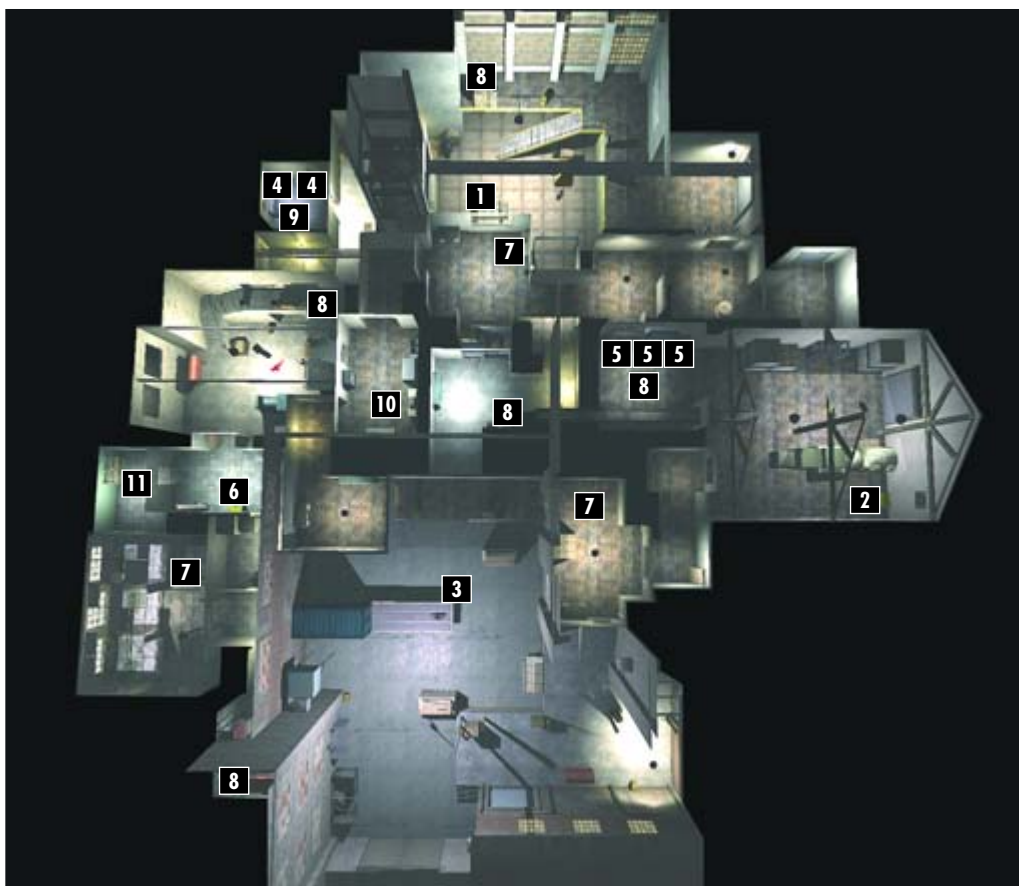
This map is made up of several medium-sized rooms connected by narrow corridors, all centered around a small courtyard. This is a map for a versatile weapon, and the Penetrator and assault rifle are both good starting choices. There are three big weapons on this map: the repeating cannon, the Type-7, and the rocket launcher. Getting the latter can be treacherous, as it's in the courtyard, which can be a deathtrap for the unwary.

This isn't a great map for snipers, and so the Type-7 isn't as valuable as the other big guns, unless you're planning to use it to protect the courtyard. But while the Type-7 can be a deadly weapon in the right hands, choosing the ASP as your starting weapon is a pretty bad choice for all but the very confident.

POINTS OF INTEREST

The courtyard is the centerpiece of this map, but wise players will steer clear of it, except to hang around on the edges and take down players foolhardy enough to run blindly to the rocket launcher. The courtyard is not only easily attacked from multiple locations, it's full of explosive barrels, making it an even trickier run—at least until those barrels are destroyed.

The repeating cannon is also troublesome, because it's in the middle of a large open warehouse with several spots to shoot down from. When grabbing it, quickly get in and get out of the room.





The courtyard is full of explosive barrels and is vulnerable to attack from every which way. The rocket launcher in the center may not be worth the trouble.



There's a security console in a small office near the repeating cannon spawn point. Use it for a glimpse at other players' activities, but don't stand at it too long or you'll be shot

in the back. The room also contains two fragmentation grenades and an ammunition station.



Explosive barrels are scattered all over the map, so be very careful where you stand.



Three remote bombs and a body armor on this shelf upstairs make this a good place to check regularly.



If available, the SlowMo Recharge appears on the shelf in the corner of this room, near a power box.

WEAPON SPAWNS



The rocket launcher spawns in the center of the courtyard.



The repeating cannon spawns in one of the large warehouse rooms and is easily accessible, and vulnerable, from numerous points.



The Type-7 spawns in an upstairs room primarily occupied by a large machine. The weapon is hidden in a corner behind the machine.

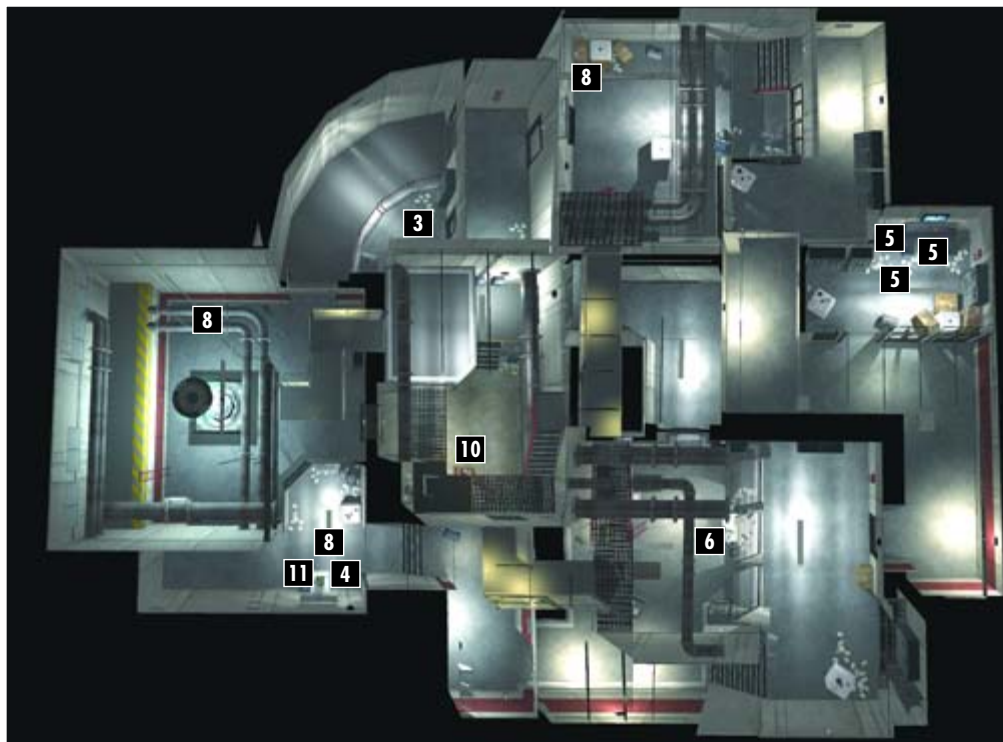
These boxes provide a good shortcut from the upper level to the lower, or vice versa. They are also partially obscured, making them a good place for a proximity mine or a remote bomb.



The health station is on the upper level near one of the larger warehouse rooms. The room in which it's situated has several entry points, so keep your eyes on the doors nearby while using it.



HIGH TECH



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge

Letters represent routes from one level to the next.

This confined laboratory map is ideal for a small number of players. With larger groups, be prepared for lots of bloodshed and lots of flying grenades. The tight corridors and small rooms make this a very gory map when a larger group is playing. This is a good map for shotguns, and the assault rifle and Penetrator are also good choices.

This map has two levels, but the upper level is primarily a series of upper walkways, providing some nice points from which to grab some easy headshots. At least they're easy once you get up to the catwalks: because of the constant threat of attack, climbing the ladders is risky.

The only big weapon on this map is the rocket launcher. While players will likely scramble for it, a smart player will use it to trap them. The area damage the rocket launcher causes can be your own death if you suddenly run into an enemy player in one of the narrow corridors.

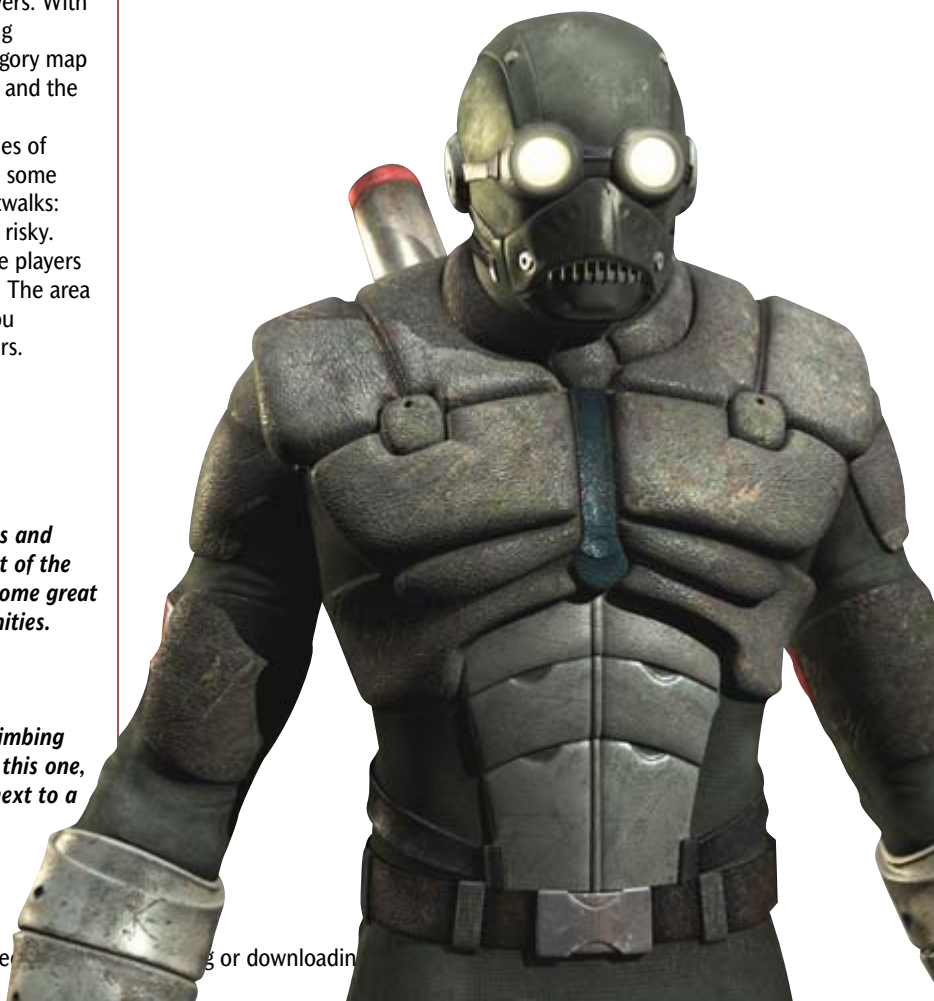
POINTS OF INTEREST



The upper catwalks and pipes traverse most of the map and provide some great headshot opportunities.



Be careful when climbing ladders, especially this one, which is situated next to a power box.





Don't drop down near the generator. Touching it is lethal.



The SlowMo Recharge is handily situated next to an ammo station and a fragmentation grenade spawn point.



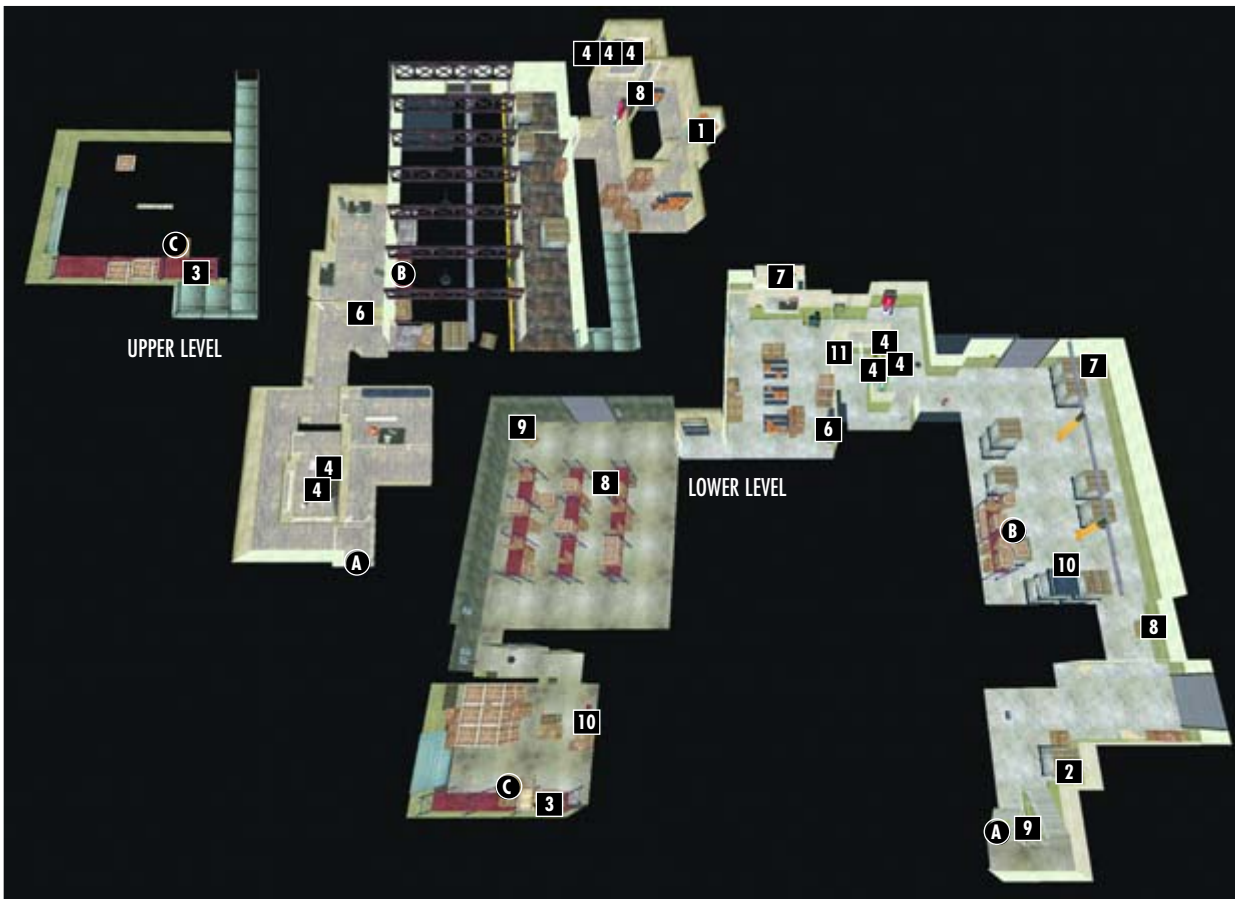
The health station is in a medium-sized room with two entrances that can be somewhat easily watched as you heal. Use a power box on the wall nearby to fry assailants.

WEAPON SPAWNS



The rocket launcher spawns in this curved room near the generator. It's one of the few rooms protected from fire from above, but it's also a great place for a remote bomb or proximity grenade.

INDUSTRIAL YARD



Industrial Yard is a deathmatch/elimination map for the Xbox 360, based on the First Encounter single-player mission. It's made up of a series of medium to large warehouse rooms connected by very narrow hallways and small offices. In this relatively confined space, you have access to all three big guns, and numerous hidden routes that set you up in good spots to take out unwary players.

What makes this map a little different is that actually accessing some of its better spots can be tricky, and you need to do some crate jumping. While doing so, you are very vulnerable to attack, so grabbing the better weapons puts you at risk as you maneuver toward them.

POINTS OF INTEREST

Three fairly big large storage rooms offer a few places to perch. The first storage room features a huge stack of crates in the center and, if you make a long leap to the storage unit, the map's rocket launcher.

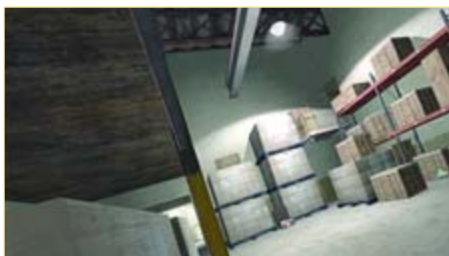
The second storage room features several large shelving units that can provide good cover as well as some good elevated hiding places. This room is vulnerable to attack from a duct hidden high on the wall, so be very wary of this spot when moving through.

The third storage area is home to many large cargo pallets, each of which provides good cover and a good hiding place. On this room's upper level, you can access the small hallway that leads to the repeating cannon.

If you hop onto these crates and jump across to the far side, you can access the duct that gives you a great sniping point (or rocket launcher point) on the adjacent room. There is a health station on the floor in this room.



The large storage units can provide good cover and also keep you obscured from enemies moving through the room. You can jump up the crates in this room to the upper level, and there is a health station on the floor.



The small office in the hall connecting the storage warehouses is a good place to set up an ambush. A med kit spawns on the wall behind the desk.



The SlowMo Recharge spawns in the corner office in this same hall, and you can grab some fragmentation grenades while you're in there.



Jump across the loaded pallets to the platform on the other side for a good elevated view on the storage room below.



You can grab some grenades and a proximity mine in the upper offices, but navigating through them can be dangerous.

WEAPON SPAWNS



The Type-7 spawns on this crate near the stairs. There's an ammo station behind the stairs as well.



Getting to the rocket launcher is tricky. Jump up to the top of the huge stack of crates, then leap to the crates on the far side. Holster your weapon before attempting the jump.



The repeating cannon spawns in a narrow hallway that can be accessed through a duct or through a doorway on the upper level of the storage room near the upper hallways. You must jump across the pallets in the storage room to reach it.

LABYRINTH



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge

Letters represent routes from one level to the next.

As the name implies, this map is a huge, mazelike compound of, as the name also implies, laboratories. It's a highly modified version of the Unauthorized Personnel mission, and it's made up of a sprawling, and often confusing, series of corridors and small rooms, with ducts and narrow passageways running over, between, and below the major areas. Labyrinth is exclusive to the Xbox 360.

All three big guns are available, though only one is easy to find. The repeating cannon is sitting right out in the open, while the others require some hunting to find. They are both in prime locations for remote bomb or proximity traps.

The rest of this map is large corridors and small laboratory rooms. There are two fairly large central rooms, but neither is a particularly strategic location. The good stuff is mostly elsewhere.

One thing to note on this map is that the windows are unbreakable, so the labs don't provide you with good attack spots for the hallways outside or vice versa. This makes for lots of close combat when in the labs.

POINTS OF INTEREST

This map is basically three types of environments: long hallways, clusters of small- to medium-sized rooms, and narrow passageways such as ducts and crawlspaces. You'll spend most of your time in the hallways, which are fairly dangerous because they are long and don't provide much cover.

The big guns are very useful on this map, because kills in these hallways can save you if you run into another player.

In the labs, switch over to your standard weapon. These rooms are small and dangerous, and area damage from the repeating cannon or rocket launcher can kill you, while the Type-7 is too slow for such narrow confines.

Try to memorize the ducts and crawlspaces. These can help you steer clear of the more treacherous hallways. You can also lay proximity mines and remote bombs in these narrow spaces to kill players who follow you.



The large lounge area has some remote bombs on a small table.



Many of the corridors are long and straight, without much cover.



The labs are smaller and more confined, and the windows are unbreakable, forcing players outside to enter if they want to engage you.



Memorizing the locations and routes of ducts can be very beneficial.



The SlowMo Recharge, when enabled, is in this intersection of corridors.



There's a health station on this elevated area near the two security gates (one of which is locked).

WEAPON SPAWNS



The repeating cannon is the easiest of the big guns to find. It's on a block in a very long corridor near the lounge.



The Type-7 is in a crawspace under the elevated platform with the health station.



The rocket launcher is in the crawspace just inside this fenced area.

OFFICE

This tiny map is a great deathmatch arena for small groups of players. Made up of a two-level office, the downstairs area is primarily corridors moving from a large, open central area to a room full of cubicles. The upper area is dominated by a balcony overlooking the open central area, with a few offices off the sides that contain equipment.

There's only one big gun on this map: the repeating cannon. This makes your initial choice very important. While the shotgun is good for the corridors on the lower level, the assault rifle or Penetrator are much better in the open area. Because the latter weapons can hold their own in tight spaces, you're better off going with one of them.

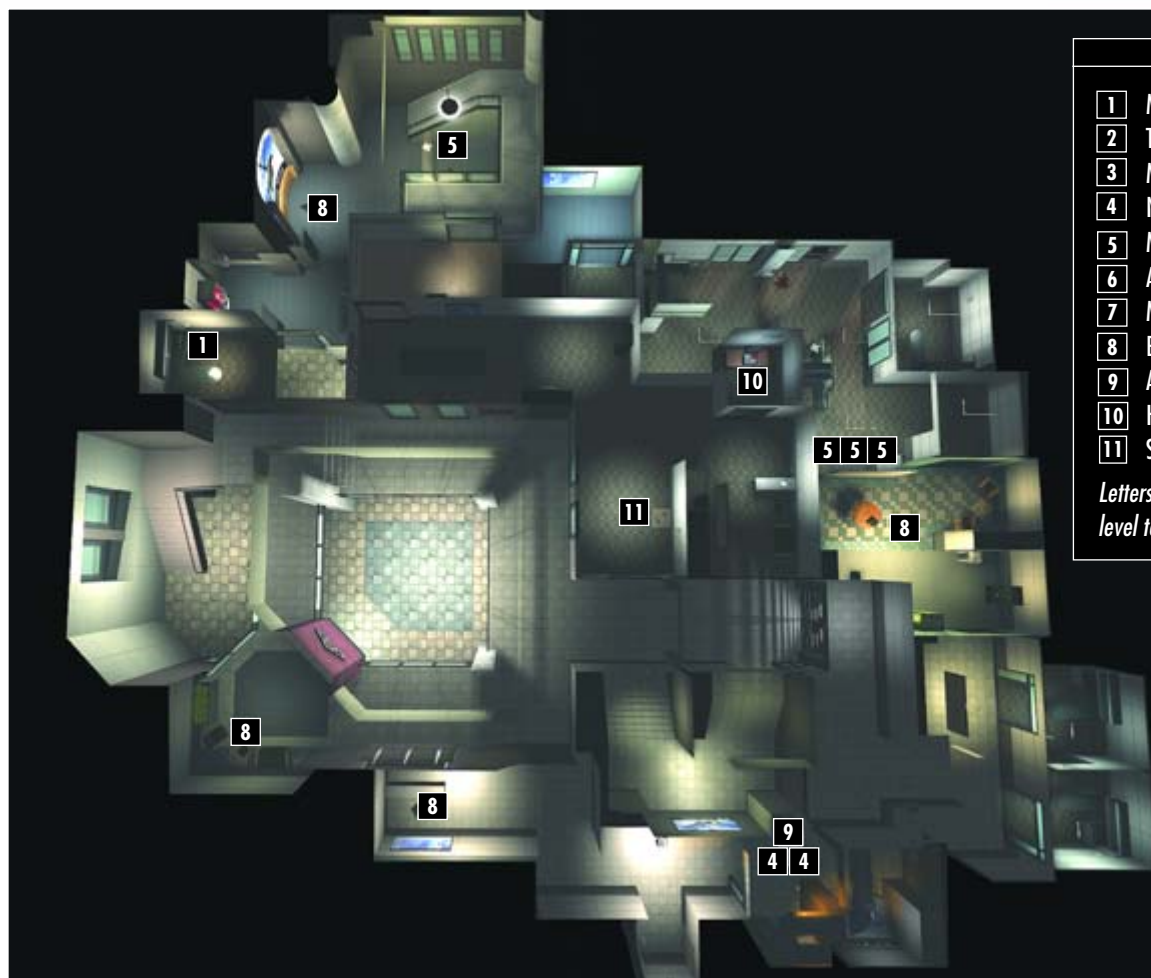
POINTS OF INTEREST

The lower level is made up of several corridors leading around the large open center of the map. While on the lower level, you want to avoid this center area if possible. While moving through, you're vulnerable to headshots from players roosting above. The cubicle area on the downstairs level can be treacherous to move through, because there are so many places for an enemy to hide.

You definitely want to try to keep to the upstairs level, though the remote bombs and proximity mine downstairs can help you set traps to prevent other players from reaching the upper level. From the upstairs level, you can control the open area, taking down anyone who passes through with headshots. You also have easier access to the repeating cannon, and to the SlowMo Recharge if it's available.



The open area in the map's center is a good place to be if you're upstairs, and bad place to be if you're downstairs.



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge

Letters represent routes from one level to the next.



You can be ambushed among the cubes, because there are so many places for the enemy to hide and wait. You'll need to enter, though, if you want the remote bombs.



The proximity mine spawns behind this desk near one of the three stairways.



This health station is one of the perks of being on the upper level. It's in a small office in the map's corner.



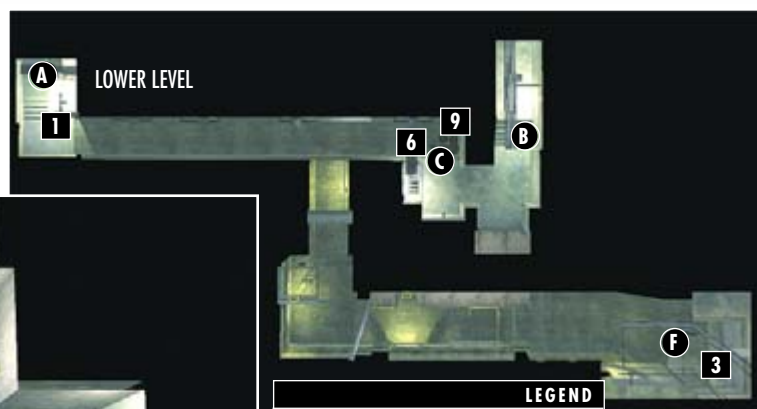
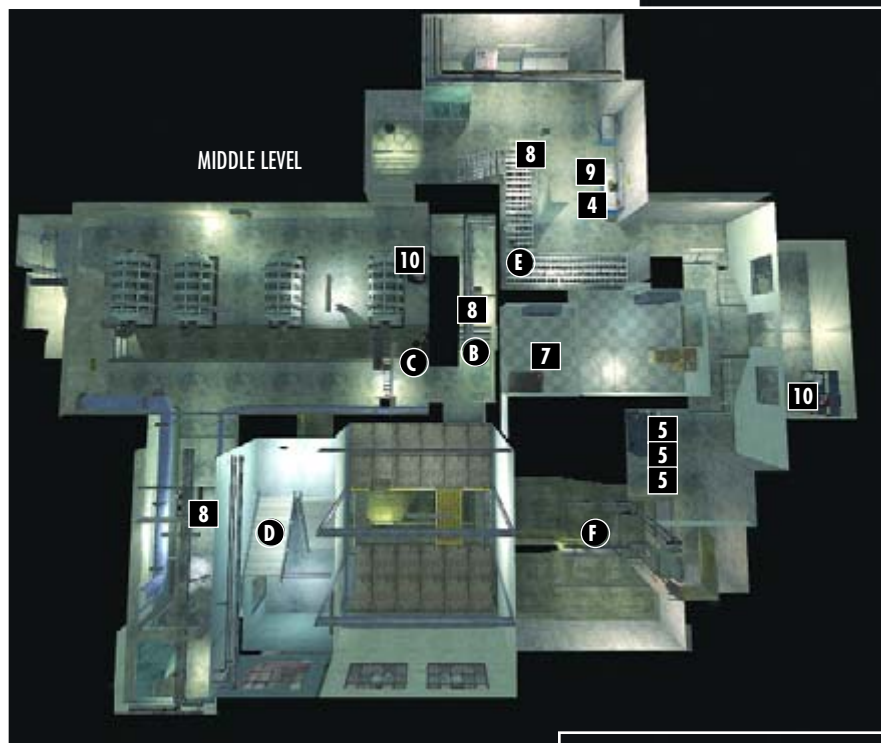
The SlowMo Recharge spawns on a table in the lounge near the health station.

WEAPON SPAWNS



There is only one big gun on this map: the repeating cannon. Find it in an upstairs office, very close to the large staircase near the balcony.

REFINERY



- LEGEND**
- 1 MP-50 Repeating Cannon
 - 2 Type-7 Particle Weapon
 - 3 MOD-3 Rocket Launcher
 - 4 N6A3 Fragmentation Grenade
 - 5 M77 Remote Bomb
 - 6 AT-S Proximity Grenade
 - 7 Med Kit
 - 8 Body Armor
 - 9 Ammo Station
 - 10 Health Station
 - 11 SlowMo Recharge

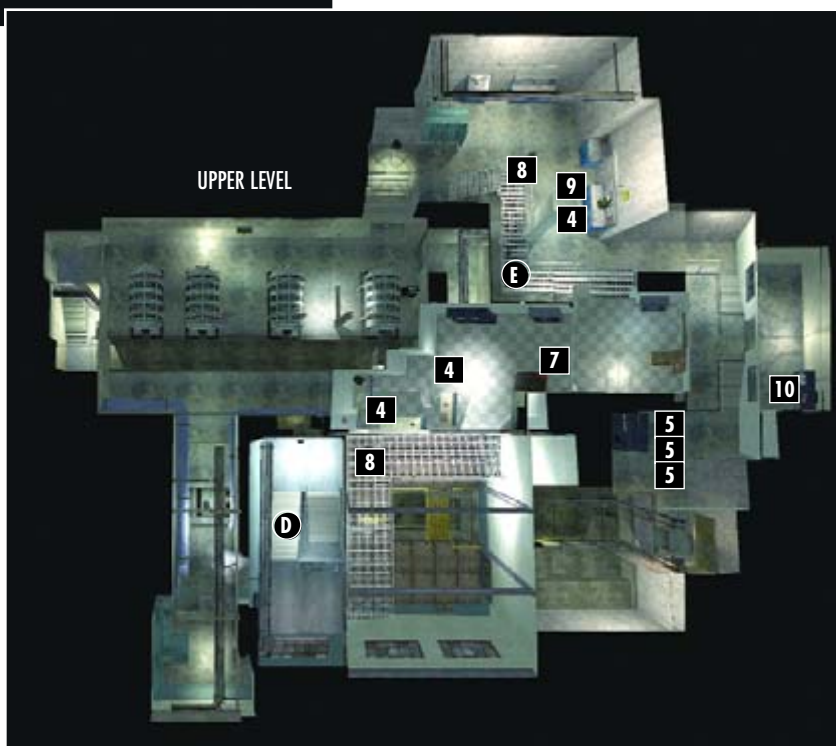
Letters represent routes from one level to the next.

Refinery is a small map, based on the same area as the Bad Water mission from the single-player campaign. This one is made up of some very small corridors leading to small rooms. The shotgun is a good choice, but because you will be attacked from the upper level (or attacking players on the lower level), the assault rifle or Penetrator can be even more effective.

This map has three levels. The lowest level is a trench running through some larger rooms, and it leads to the two available big guns. The middle level is the largest, and it has a health station as well as some armor and fragmentation grenades. Try to take control of the top level. It's outfitted with a health station, some body armor, a med kit, and easy access to an ammo station, the rocket launcher, frag grenades, and some remote bombs.

POINTS OF INTEREST

The point of most interest is the top floor. The uppermost level gives you access to most of the map's standard equipment, as well as easy access to the rocket launcher (or an easy way to frag enemies as they run for it) through a hole in the floor. You can see a good deal of the second level from the top floor, though you don't have much of a view of the lowest level.



The second floor features easy access to the repeating cannon, and a good view of the basement trench that leads to both big guns. It also provides some good places to take cover, such as the large room filled with machinery. This room also has a health station.

The basement trench is not a good path to take unless you need a big gun, or you just feel like giving other players an easy death. It's not the only route to either of the guns, though, so the only real good reason for being down there is to grab the proximity mine or to use the ammunition station.



The top floor has easy access to an ammo station and a nearby frag grenade spawn point.



From this walkway, you can see down into the two lower levels, but you can't see much. You can, however, use it as a quick way down to either level in a

pinch, but you'll take damage in the fall to the middle floor.



The remote bombs are a good way to control the stairs to the upper level, as well as the rocket launcher, which is just through the hole in the corner.



The machinery provides good cover, and you can hop over the lower trench ahead. There's also a body armor spawn in the adjacent hallway.

The basement trench provides access to both big guns, but there are better ways to grab them. The best reason to be down here is to lay traps or to grab the proximity mine, which spawns near this ammo station.



There are several access points from the basement to the second level. Try to use the stairs instead of the ladders, as the latter leave you very vulnerable as you climb up.

WEAPON SPAWNS



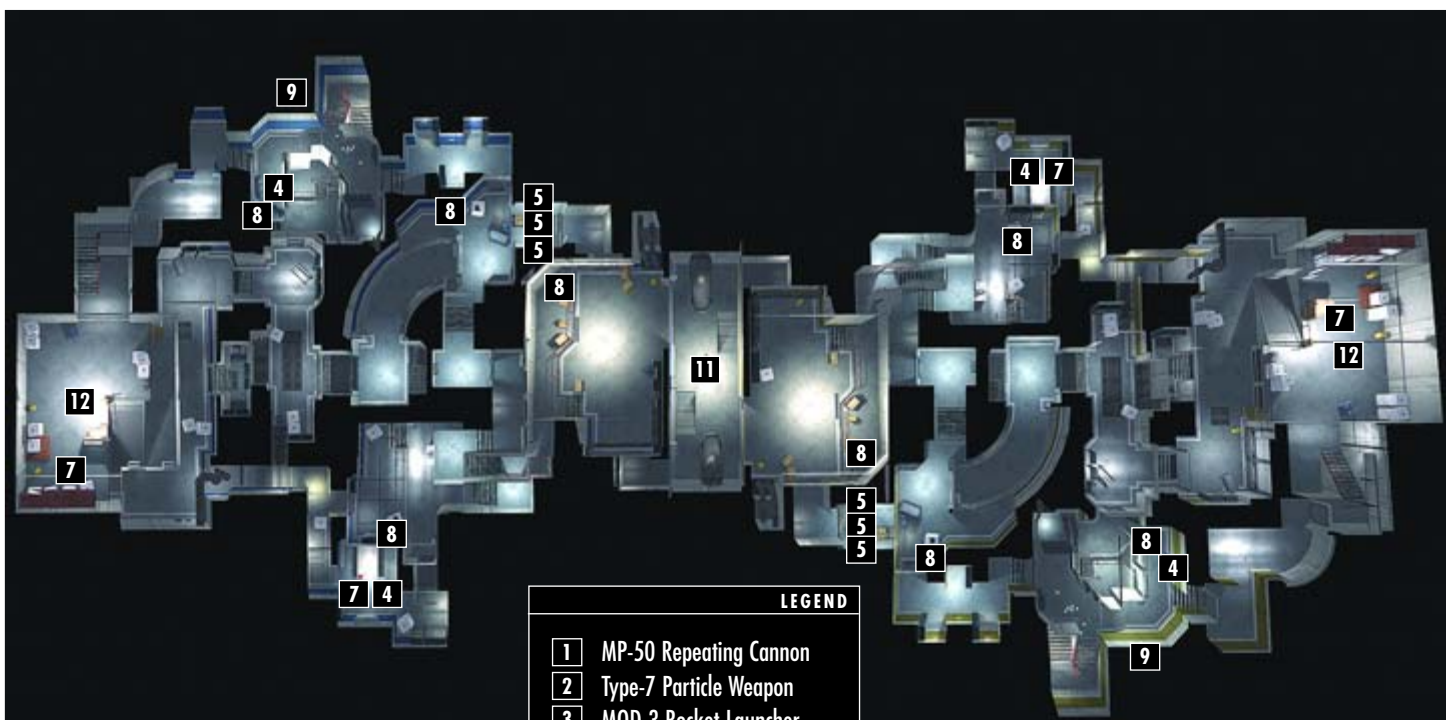
The rocket launcher spawns at one end of the basement trench. It can be accessed from a hole directly above, from a doorway nearby, or from the trench itself.



The repeating cannon is located on the these stairs leading from the basement to the middle floor.



FACILITY



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-5 Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge
- 12 Watson SAS-12

Letters represent routes from one level to the next.

This map consists of a series of winding corridors and medium-sized rooms, with no large open areas. There are many environmental obstacles in the facility's tight corridors, making it a gauntlet of both opponents and exploding items. It's not a bad idea to spend some time early on destroying the barrels and power boxes so you don't get caught in a blast later.

There are two main routes through the map: one leads through an upper level and across two bridges that connect the bases. The other leads through the lower level, and it's primarily occupied by the two medium-sized rooms over which the bridges span. A small basement in the dead center contains the map's only big gun: the rocket launcher.

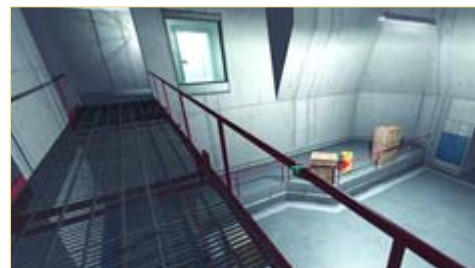
POINTS OF INTEREST

The flags are in a large room at the far end of either base. Getting to it requires you to traverse the bridges on the upper level, or take the low-ground route through the rooms. Most of the fighting occurs in these central rooms, as players must pass through them on their way to the opposing base. They can become very chaotic, and controlling this central area should be your team's priority.

Not only does controlling these rooms prevent access to your base, it also controls both the rocket spawn point and the SlowMo Recharge, if it is available, which spawns in the map's dead center.



The central rooms must be passed through by any player attempting to access the opposing base.



The upper route through the map leads to two bridges spanning the central rooms.



There are many environmental hazards scattered around the map. Consider destroying them yourself so they aren't used against you later.



The flag rooms are big and open, and each has a health station nearby.



The SlowMo Recharge spawns in the dead center of the map, in a corridor between the central rooms.



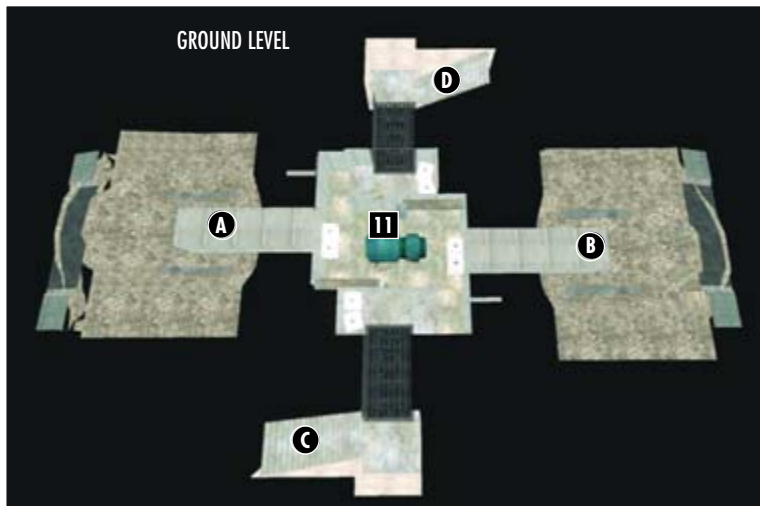
Three remote bombs spawn in a hallway just off the central rooms.

WEAPON SPAWNS



The map's only big gun is the rocket launcher, which spawns in a small basement room in the map's center. It is accessible from stairs leading down from both of the central rooms.

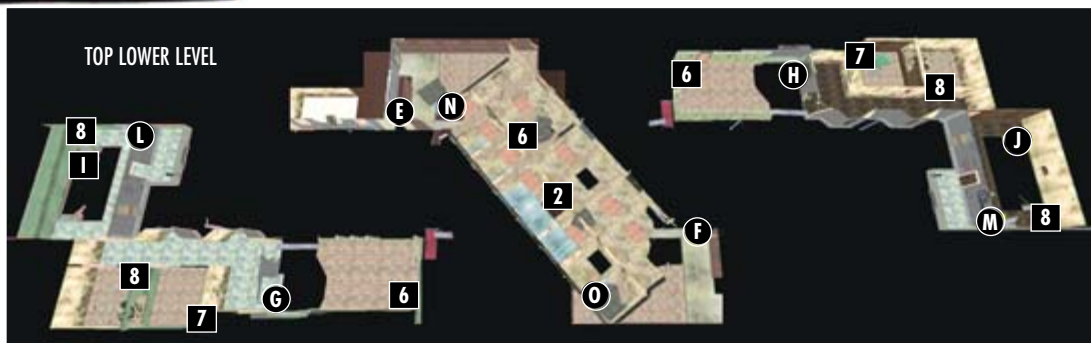
RUBBLE



LEGEND	
1	MP-50 Repeating Cannon
2	Type-7 Particle Weapon
3	MOD-3 Rocket Launcher
4	N6A3 Fragmentation Grenade
5	M77 Remote Bomb
6	AT-S Proximity Grenade
7	Med Kit
8	Body Armor
9	Ammo Station
10	Health Station
11	SlowMo Recharge

Letters represent routes from one level to the next.





This bombed-out city street map is a great sniping map. It is available only on the Xbox 360. The map is essentially two destroyed buildings on either end of a short street. A tunnel runs under the street, allowing players to pass between the bases in some degree of safety from sniper fire, but the map is otherwise a sniper's paradise, with tall buildings flanking the street that allow a very good view of most everything going on below.

POINTS OF INTEREST

Each team's flag spawns on the ground floor of its base, at the bottom of the stairs. It's fairly easy to protect from the front, especially if the machine gun on the balcony is manned and the tall walls on the lower level are used for defensive purposes.

The most contested area on the map will be the large building bridging the center of the street. A great place for snipers (and the location of the Type-7 spawn point), if you can control the central building, and keep a few men protecting your base, you can defensively dominate this map.



The quickest route between the two bases is down the middle of the street, but it's a bad way to go. There are just too many opportunities for sniper fire.



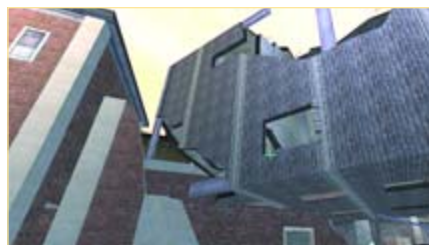
Each base has a machine gun mounted on a balcony outside, facing down onto the main street. Make sure this weapon is manned at all times.



A tunnel running under the street allows you to move between bases in a safer manner, and also contains the SlowMo Recharge when it's enabled.



This alley also provides a route across the map that keeps you out of the main thoroughfare.



The large building bridging the center of the street provides both good offensive and good defensive capabilities, but expect it to be a hotly contested position.



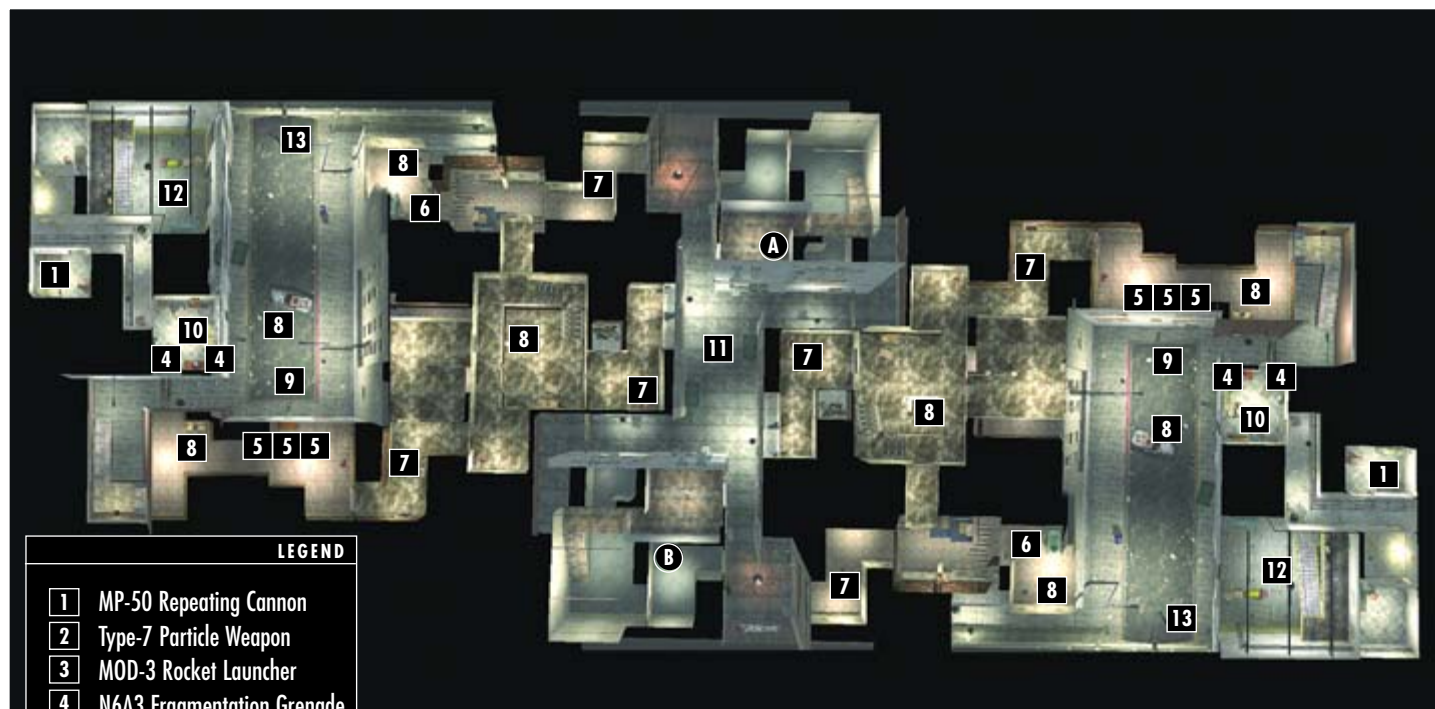
The top floor of the central building provides one of the best sniping spots on the map.

WEAPON SPAWNS



The Type-7 is hidden in the central building, near a hole in the dead center over the street.

STREETS



LEGEND

- 1 MP-50 Repeating Cannon
- 2 Type-7 Particle Weapon
- 3 MOD-3 Rocket Launcher
- 4 N6A3 Fragmentation Grenade
- 5 M77 Remote Bomb
- 6 AT-S Proximity Grenade
- 7 Med Kit
- 8 Body Armor
- 9 Ammo Station
- 10 Health Station
- 11 SlowMo Recharge
- 12 Watson SAS-12
- 13 ?

Letters represent routes from one level to the next.

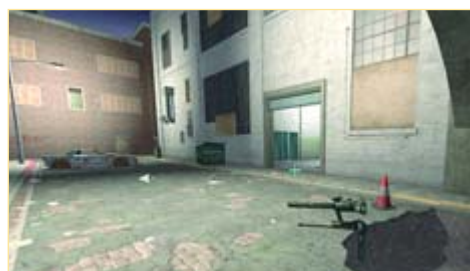
This is a very large capture-the-flag map, which allows both head-on brutal attacks on the opposing base, or a sneakier style in which your team can use distraction to allow someone to sneak in, grab the opponents' flag, and then sneak back to your base through a side route.

The map is dominated by two large buildings in the center of the street, with the bases at the far ends. The flags are located in

Don't forget to use remote bombs or proximity mines to trap the tunnel leading to the Type-7—and to grab it when you have a chance. There are some windows for sniping near each base, and you can use these to take out opponents' machine gun operators and guards.



Learn the layouts of the central buildings. They provide both the best offensive and the best defensive points on the map.



The flags are in garages, easily accessible from the streets. Each team has a machine gun mounted in the street to protect their flag. If an opponent's machine gun is unmanned, grab it—

you can rack up some kills as they come to take it back.

garages near the street, with deceptively easy access from the street.

The buildings in the center are the most strategically important spots, because players have to move through these buildings at some point on their way to the opposing base.

There are many good sniping spots, so the ASP rifle is a good starting choice, as are the Penetrator or the assault rifle. The shotgun isn't a good choice here, because it doesn't have the range needed to take out people on a different level.

POINTS OF INTEREST

Controlling the central buildings is vital. Even if players take the back route to grab the flag, they still must pass through the central buildings to return to their own base. Make sure that you defend these buildings as best as you can, which should prevent the enemy from having too easy a time of grabbing your flag.

The machine guns outside the flag areas are also key to your defense, but an opponent who knows the back route into your base can circumvent the gun completely, so make sure the window on the second floor is guarded.



A back route into each team's base allows you to avoid the machine gun. This route leads back to the upper floors of the central building.



you can protect against enemies coming in through the back route.



Remote bombs spawn near a window that also provides a good sniping spot looking down on the base entrance.



The SlowMo Recharge spawns in the very center of the map, in the alley between the two central buildings.

WEAPON SPAWNS



There are two repeating cannon spawn points. They are both in identical places on the upper floor of the central buildings.



The Type-7 spawns in a short underground passage in the center of the map, directly beneath the SlowMo Recharge spawn point.



XBOX LIVE ACHIEVEMENTS

Here are the Xbox Live achievements you can earn:

XBOX LIVE ACHIEVEMENTS

ACHIEVEMENT	DESCRIPTION	POINTS
Initiation	Complete Interval 2	5
Water Treatment Facility	Complete Interval 3	5
Slums	Complete Interval 8	5
Armacham	Complete Interval 7	5
Secret Facility	Complete Interval 10	5
Bullet Sponge	Use 50 armor vests	5
Environmentalist	Kill 10 enemies with barrels, fire extinguishers, or fuse boxes	5
Feared	Complete every Instant Action map on any difficulty except Easy	5
Feared	Complete every Instant Action map on any difficulty except Easy	5
Intel	Gather every phone message and laptop in the campaign	5
Medic!	Use 50 med kits	5
Slow Jo	Kill 5 enemies with one SlowMo use in the campaign or Instant Action	5
Ammo Hog	Win the campaign using less than 500 rounds of ammunition	25
Explorer	Find every Health Booster and Reflex Booster in the single-player campaign	25
Exterminator	Kill every enemy in the campaign	25
Fearless	Win the campaign on any difficulty except Easy	25
No Fear	Win every Instant Action map on Extreme difficulty	25
No Juice	Complete the campaign on any difficulty without using any boosters	50
Real Time	Complete the campaign on any difficulty without using SlowMo	50
Fearsome	Complete the campaign on Extreme difficulty	100
Survivalist	Complete the campaign on any difficulty without dying	150
Assaulter	Kill 50 enemies with the G2A2 in any ranked multiplayer games	5
Belly Gunner	Kill 50 enemies with the turret in any ranked multiplayer games	5
Black Belt	Kill 50 enemies with roundhouse kicks, flying kicks, or slide tackles in any ranked multiplayer games	5
Brawler	Kill 50 enemies with punches or rifle butts in any ranked multiplayer games	5
Disintegrator	Kill 50 enemies with the Type-7 in any ranked multiplayer games	5
Dual Machinist	Kill 50 enemies with the SM-15 in any ranked multiplayer games	5
Explosives Expert	Kill 3 or more enemies with a single N6A3, AT-S, or M77	5
Grenadier	Kill 50 enemies with the N6A3 in any ranked multiplayer games	5
MP100	Participate in 100 ranked multiplayer games of any type	5
Perforator	Kill 50 enemies with the 10mm HV Penetrator in any ranked multiplayer games	5
Pistoleer	Kill 50 enemies with the AT-14 in any ranked multiplayer games	5
PumpShotty Ownage	Kill 50 enemies with the VK-12 in any ranked multiplayer games	5
Repeating Offender	Kill 50 enemies with the MP-50 in any ranked multiplayer games	5
Rocketman	Kill 50 enemies with the MOD-3 in any ranked multiplayer games	5
Sapper	Kill 50 enemies with the M77 in any ranked multiplayer games	5
Sniper	Kill 50 enemies with the ASP in any ranked multiplayer games	5
Sub-Jugator	Kill 50 enemies with the RPL in any ranked multiplayer games	5
Team Victory	Win 5 each of ranked CTF, SlowMo CTF, TDM, SlowMo TDM, and Team Elimination games in multiplayer	5
Trap Layer	Kill 50 enemies with the AT-S in any ranked multiplayer games	5
Dead Eye	Kill 100 enemies with headshots in any ranked multiplayer games	25
Demolitions Expert	Kill 200 enemies with the N6A3, AT-S, or M77 in any ranked multiplayer games	25
Fearless Flagman	Successfully capture 50 flags in any ranked CTF or SlowMo CTF game	75
MP1000	Participate in 1,000 ranked multiplayer games of any type	75
Multiplayer Victory	Win any ranked Deathmatch, SlowMo Deathmatch, or Elimination multiplayer game	75
n00b	Do poorly in multiplayer	0
Suicide King	Kill yourself 5 times	0
Vermin	Kill 5 rats or birds	0